MPC184 Security Co-Processor User's Manual

PCI Interface

MPC184UM
Rev. 2, 12/2005

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Contents

Contents

Contents

Contents

Chapter 6 MPC184 Descriptors

Contents

Contents

Contents

Contents

Appendix B
Controller in 32-Bit Big Endian View

Contents

Contents

Figures

Figures

Figures

Figures

Tables

Tables

Tables

Tables

Chapter 1
Overview

This chapter provides an overview of the MPC184 Security Processor, including a brief development history, target applications, key features, typical system architecture, device architectural overview, and a performance summary.

1.1 Development History

The MPC184 belongs to the Smart Networks platform's S1 family of security processors developed for the commercial networking market. This product family is derived from security technologies Motorola has developed over the last 30 years, primarily for government applications. The fifth-generation execution units (EU) have been proven in Motorola semi-custom ICs and in other members of the S1 family, including the MPC180, MPC190, and MPC185.

1.2 Typical Applications

The MPC184 is suited for applications such as the following:

- SOHO VPN routers
- Customer Premise Equipment
- eCommerce servers
- Wireless Access Points
- Dedicated Encryption Modules

1.3 Features

The MPC184 is a flexible and powerful addition to any networking or computing system using the PowerQUICC™ line of integrated communications processors, or any system supporting 32-bit PCI. The MPC184 is designed to off load computationally intensive security functions, such as key generation and exchange, authentication, and bulk encryption from the host processor.

The MPC184 is optimized to process all the algorithms associated with IPSec, IKE, WTLS/WAP, SSL/TLS, DOCSIS BPI+, 802.16, and 802.11(WEP). In addition, the security co-processors are the only devices on the market capable of executing Elliptic Curve Cryptography which is especially important for secure wireless communications.

MPC184 features include the following:

- Public Key Execution Unit (PKEU) that supports the following:
  - RSA and Diffie-Hellman
    - Programmable field size up to 2048-bits
  - Elliptic curve cryptography
    - F_2m and F(p) modes
    - Programmable field size up to 511-bits
- Data Encryption Standard Execution Unit (DEU)
  - DES, 3DES
  - Two key (K1, K2, K1) or Three Key (K1, K2, K3)
  - ECB and CBC modes for both DES and 3DES
- Advanced Encryption Standard Unit (AESU)
  - Implements the Rinjdael symmetric key cipher
  - Key lengths of 128, 192, and 256 bits.Two key
  - ECB, CBC, and Counter modes
- ARC Four Execution Unit (AFEU)
  - Implements a stream cipher compatible with the RC4 algorithm
  - 40- to 128-bit programmable key
- Message Digest Execution Unit (MDEU)
  - SHA with 160-bit or 256-bit message digest
  - MD5 with 128-bit message digest
  - HMAC with either algorithm
- Random number generator (RNG)
- 8xx compliant external bus interface, with master/slave logic.
  - 32-bit address/32 -bit data
  - up to 66MHz operation
- Optional PCI 2.2 compliant external bus interface, with master/slave logic.
  - 32-bit address/data
  - up to 66MHz operation
- 4 Crypto-channels, each supporting multi-command descriptor chains
  - Static and/or dynamic assignment of crypto-execution units via an integrated controller
  - Buffer size of 512 Bytes for each execution unit, with flow control for large data sizes
- 8KB of internal scratchpad memory for key, IV and context storage

- 1.5V supply, 3.3V I/O
- 252MAP BGA, 21x 21mm package body size
- 1.0W power dissipation

1.4 Typical System Architecture

The MPC184 is designed to integrate easily into any system using the 8xx or PCI bus protocol. The MPC184 is ideal in any system using a PowerQUICC communications processor (as shown in Figure 1) or any system using PCI. The ability of the MPC184 to be a master on the 8xx bus allows the co-processor to offload the data movement bottleneck normally associated with slave devices.

The host processor accesses the MPC184 through its device drivers using system memory for data storage. The MPC184 resides in the memory map of the processor, therefore when an application requires cryptographic functions, it simply creates descriptors for the MPC184 which define the cryptographic function to be performed and the location of the data. The MPC184's mastering capability permits the host processor to set up a crypto-channel with a few short register writes, leaving the MPC184 to perform reads and writes on system memory to complete the required task.

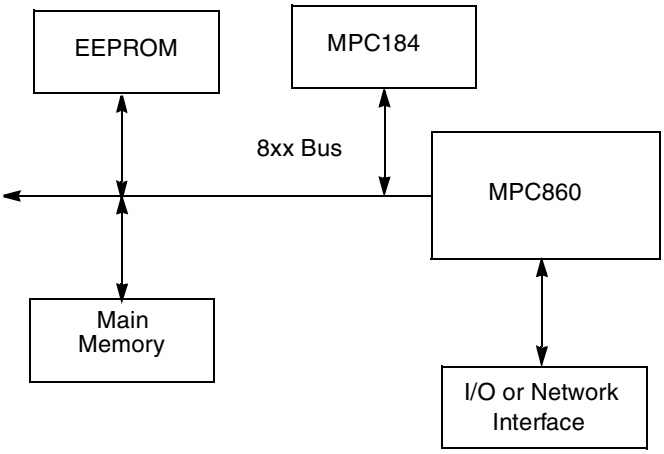


Figure 1-1. MPC184 Connected to PowerQuicc 8xx Bus

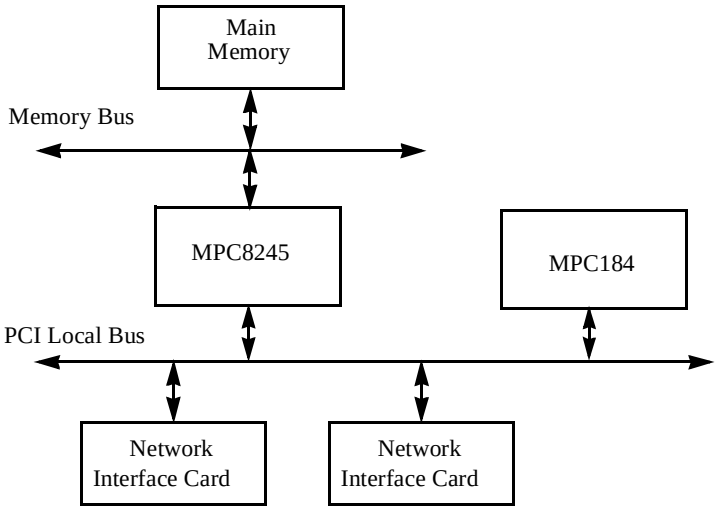


Figure 1-2. MPC184 Connected to host CPU via PCI bus

1.5 Architectural Overview

A block diagram of the MPC184 internal architecture is shown in Figure 1-1. The mode selectable 8xx/PCI bus interface module is designed to transfer 32-bit words between the external bus and any register inside the MPC184. An operation begins with a write of a pointer to a crypto-channel fetch register which points to a data packet descriptor. The channel then requests the descriptor and decodes the operation to be performed. The channel then makes requests of the controller to assign crypto execution units and fetch the keys, IV's and data needed to perform the given operation. The controller satisfies the requests by assigning execution units to the channel and by making requests to the master interface per the programmable priority scheme. As data is processed, it is written to the individual execution units output buffer and then back to system memory via the bus interface module.

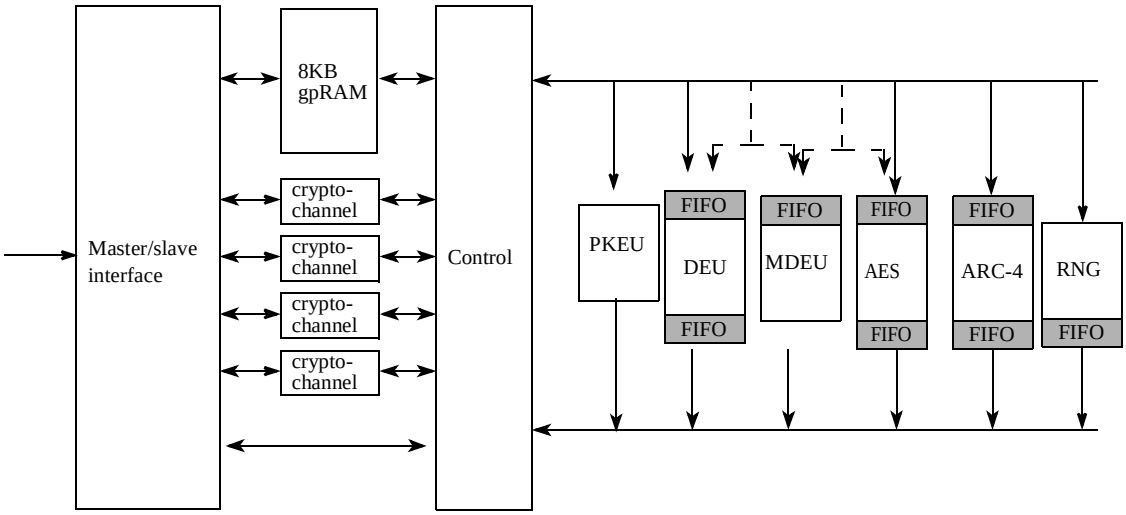


Figure 1-3. MPC184 Functional Blocks

1.6 Data Packet Descriptors

As an IPSec accelerator, the MPC184's controller has been designed for easy use and integration with existing systems and software. All cryptographic functions are accessible through data packet descriptors, some of which have been defined as multifunction to facilitate IPSec applications. A data packet descriptor is diagrammed in Table 1-1.

Table 1-1. Example Data Packet Descriptor

Field Name	Value/Type	Description
DPD_DES_CTX_CRYPT	TBD	Representative header for DES using Context to Encrypt
LEN_CTXIN PTR_CTXIN	Length Pointer	Number of bytes to be written Pointer to Context (IV) to be written into DES engine
LEN_KEY PTR_KEY	Length Pointer	Number of bytes in key Pointer to block cipher key
LEN_DATAIN PTR_DATAIN	Length Pointer	Number of bytes of data to be ciphered Pointer to data to perform cipher upon
LEN_DATAOUT PTR_DATAOUT	Length Pointer	Number of bytes of data after ciphering Pointer to location where cipher output is to be written
LEN_CTXOUT PTR_CTXOUT	Length Pointer	Length of output Context (IV) Pointer to location where altered Context is to be written
Nul length Nul pointer	Length Pointer	Zeroes for fixed length descriptor filter Zeroes for fixed length descriptor filter
Nul length Nul pointer	Length Pointer	Zeroes for fixed length descriptor filter Zeroes for fixed length descriptor filter
PTR_NEXT	Pointer	Pointer to next data packet descriptor

Each data packet descriptor contains the following:

- Header—The header describes the required services and encodes information that indicates which EUs to use and which modes to set.
- Seven data length/data pointer pairs—The data length indicates the number of contiguous bytes of data to be transferred. The data pointer indicates the starting address of the data, key, or context in system memory.
- Next descriptor pointer

A data packet descriptor ends with a pointer to the next data packet descriptor. Therefore, once a descriptor is processed and if the value of this pointer is non-zero, it is used to request a burst read of the next descriptor.

Processing of the next descriptor (and whether or not a done signal is generated) is determined by the programming of crypto-channel's configuration register. Two modes of operation are supported:

- Signal done at end of descriptor
- Signal done at end of descriptor chain

The crypto-channel can signal done via an interrupt or by a write-back of the descriptor header after processing a data packet descriptor. The value written back is identical to that of the header, with the exception that a DONE field is set.

Occasionally, a descriptor field may not be applicable to the requested service. For example, if using DES in ECB mode, the contents of the IV field do not affect the result of the DES computation. Therefore, when processing data packet descriptors, the crypto-channel skips any pointer that has an associated length of zero.

1.6.1 External Bus Interface

The External Bus Interface (EBI) manages communication between the MPC184's internal execution units and the external bus. The interface is mode selectable between the PCI 2.2 bus protocol, and the 8xx bus protocols, used by the PowerQuicc family of integrated communications processors. The MPC184 is unique in its ability to act as a bus master on the 8xx bus. All on-chip resources are memory mapped, and the target accesses and initiator writes from the MPC184 must be addressed on word boundaries. The MPC184 will perform initiator reads on byte boundaries and will adjust the data to place on word boundaries as appropriate. The bus mastering interface allows the MPC184 to off-load both crypto processing and data movement from the processor, freeing the CPU for other networking system functions, allowing the chip set to achieve best in class performance levels.

1.6.2 The MPC184 Controller

The MPC184 controller manages on-chip resources, including individual execution units (EUs), FIFOs, the EBI, and the internal buses that connect all the various modules. The controller receives service requests from the EBI and various crypto-channels, and schedules the required activities. The controller can configure each of the on-chip resources in three modes:

- Host-controlled mode—The host is directly responsible for all data movement into and out of the resource.
- Static mode—The user can reserve a specific execution unit to a specific crypto-channel.
- Dynamic mode—A crypto channel can request a particular service from any available execution unit.

1.6.3 Host-Managed Register Access

All EUs can be used entirely through register read/write access. It is strongly recommended that read/write access only be performed on a EU that is statically assigned to an idle crypto-channel. Such an assignment is the only method for the host to inform the controller that a particular EU is in use.

1.6.4 Static EU Access

The Controller can be configured to reserve one or more EUs to a particular crypto-channel. Doing so permits locking the EU to a particular context. When in this mode, the crypto-channel can be used by multiple descriptors representing the same context without unloading and reloading the context at the end of each descriptor. This mode presents considerable performance improvement over dynamic access, but only when the MPC184 is supporting a single context (or a single session is being streamed.)

1.6.5 Dynamic EU Access

Processing begins when a data packet descriptor pointer is written to the next descriptor pointer register of one of the crypto-channels. Prior to fetching the data referred to by the descriptor and based on the services requested by the descriptor header in the descriptor buffer, the controller dynamically reserves usage of an EU to the crypto-channel. If all appropriate EUs are already dynamically reserved by other crypto-channels, the crypto-channel stalls and waits to fetch data until the appropriate EU is available.

If multiple crypto-channels simultaneously request the same EU, the EU is assigned on a round-robin basis. Once the required EU has been reserved, the crypto-channel fetches and loads the appropriate data packets, operates the EU, unloads data to system memory, and releases the EU for use by another crypto-channel. If a crypto-channel attempts to reserve a statically-assigned EU (and no appropriate EUs are available for dynamic assignment), an interrupt is generated and

status indicates illegal access. When dynamic assignment is used, each encryption/decryption packet must contain context that is particular to the context being supported.

1.6.6 Crypto-Channels

The MPC184 includes four crypto-channels that manage data and EU function. Each crypto-channel consists of the following:

- Control registers containing information about the transaction in process
- A status register containing an indication of the last unfulfilled bus request
- A pointer register indicating the location of a new descriptor to fetch
- Buffer memory used to store the active data packet descriptor (See Section 1.6, “Data Packet Descriptors.”)

Crypto-channels analyze the data packet descriptor header and request from the controller the first required cryptographic service. The controller implements a programmable prioritization scheme that allows the user to dictate the order in which the four crypto-channels are serviced. After the controller grants access to the required EU, the crypto-channel and the controller perform the following steps:

1. Set the appropriate Mode bits available in the EU for the required service.
2. Fetch context and other parameters as indicated in the data packet descriptor buffer and use these to program the EU.
3. Fetch data as indicated and place in either the EU’s input FIFO or the EU itself (as appropriate).
4. Wait for EU to complete processing.
5. Upon completion, unload results and context and write them to external memory as indicated by the data packet descriptor buffer.
6. If multiple services requested, go back to step 2.
7. Reset the appropriate EU if it is dynamically assigned. Note that if statically assigned, a EU is reset only upon direct command written to the MPC184.
8. Perform descriptor completion notification as appropriate. This notification comes in one of two forms—interrupt or header writeback modification—and can occur either at the end of every descriptor or at the end of a descriptor chain.

1.7 Execution Units (EUs)

“Execution unit” is the generic term for a functional block that performs the mathematical permutations required by protocols used in cryptographic processing. The EUs are compatible

with IPSec, WAP/WTLS, IKE, SSL/TLS and 802.11i processing, and can work together to perform high level cryptographic tasks.The MPC184's execution units are as follows:

- PKEU for computing asymmetric key mathematics, including Modular Exponentiation (and other Modular Arithmetic functions) or ECC Point Arithmetic
- DEU for performing block symmetric cryptography using DES and 3DES
- AFEU for performing RC-4 compatible stream symmetric cryptography
- AESU for performing the Advanced Encryption Standard algorithm
- MDEU for hashing data
- RNG for random number generation

1.7.1 Public Key Execution Unit (PKEU)

The PKEU is capable of performing many advanced mathematical functions to support both RSA and ECC public key cryptographic algorithms. ECC is supported in both F(2)m (polynomial-basis) and F(p) modes. This EU supports all levels of functions to assist the host microprocessor to perform its desired cryptographic function. For example, at the highest level, the accelerator performs modular exponentiations to support RSA and performs point multiplies to support ECC. At the lower levels, the PKEU can perform simple operations such as modular multiplies.

1.7.1.1 Elliptic Curve Operations

The PKEU has its own data and control units, including a general-purpose register file in the programmable-size arithmetic unit. The field or modulus size can be programmed to any value between 160 bits and 512 bits in programmable increments of 8, with each programmable value *i* supporting all actual field sizes from *i**8 -7 to *i**8. The result is hardware supporting a wide range of cryptographic security. Larger field / modulus sizes result in greater security but lower performance; processing time is determined by field or modulus size. For example, a field size of 160 is roughly equivalent to the security provided by 1024 bit RSA. A field size set to 208 roughly equates to 2048 bits of RSA security.

The PKEU contains routines implementing the atomic functions for elliptic curve processing—point arithmetic and finite field arithmetic. The point operations (multiplication, addition and doubling) involve one or more finite field operations which are addition, multiplication, inverse, and squaring. Point add and double each use of all four finite field operations. Similarly, point multiplication uses all EC point operations as well as the finite field operations. All these functions are supported both in modular arithmetic as well as polynomial basis finite fields.

1.7.1.2 Modular Exponentiation Operations

The PKEU is also capable of performing ordinary integer modulo arithmetic. This arithmetic is an integral part of the RSA public key algorithm; however, it can also play a role in the generation of ECC digital signatures and Diffie-Hellman key exchanges.

Modular arithmetic functions supported by the MPC184's PKEU include the following:

- R 2 mod N
- A' E mod N
- (A x B) R^{-1} mod N
- (A x B) R^{-2} mod N
- (A+B) mod N
- (A-B) mod N

Where the following variable definitions: A' = AR mod N, N is the modulus vector, A and B are input vectors, E is the exponent vector, R is 2^{s}, where s is the bit length of the N vector rounded up to the nearest multiple of 32.

The PKEU can perform modular arithmetic on operands up to 2048 bits in length. The modulus must be larger than or equal to 129 bits. The PKEU uses the Montgomery modular multiplication algorithm to perform core functions. The addition and subtraction functions exist to help support known methods of the Chinese Remainder Theorem (CRT) for efficient exponentiation.

1.7.2 Data Encryption Standard Execution Unit (DEU)

The DES execution unit (DEU) performs bulk data encryption/decryption, in compliance with the Data Encryption Standard algorithm (ANSI x3.92). The DEU can also compute 3DES and extension of the DES algorithm in which each 64-bit input block is processed three times. The MPC184 supports 2 key (K1=K3) or 3 key 3DES.

The DEU operates by permuting 64-bit data blocks with a shared 56-bit key and an initialization vector (IV). The MPC184 supports two modes of IV operation: ECB (Electronic Code Book) and CBC (Cipher Block Chaining).

1.7.3 Arc Four Execution Unit (AFEU)

The AFEU accelerates a bulk encryption algorithm compatible with the RC4 stream cipher from RSA Security, Inc. The algorithm is byte-oriented, meaning a byte of plain text is encrypted with a key to produce a byte of ciphertext. The key is variable length and the AFEU supports key lengths from 40 to 128 bits (in byte increments), providing a wide range of security strengths. RC4 is a symmetric algorithm, meaning each of the two communicating parties share the same key.

1.7.4 Advanced Encryption Standard Execution Unit (AESU)

The AESU is used to accelerate bulk data encryption/decryption in compliance with the Advanced Encryption Standard algorithm Rinjdael. The AESU executes on 128 bit blocks with a choice of key sizes: 128, 192, or 256 bits.

AES is a symmetric key algorithm, the sender and receiver use the same key for both encryption and decryption. The session key and IV(CBC mode) are supplied to the AESU module prior to encryption. The processor supplies data to the module that is processed as 128 bit input. The AESU operates in ECB, CBC, and counter modes.

1.7.5 Message Digest Execution Unit (MDEU) Module

The MDEU computes a single message digest (or hash or integrity check) value of all the data presented on the input bus, using either the MD5, SHA-1 or SHA-256 algorithms for bulk data hashing. With any hash algorithm, the larger message is mapped onto a smaller output space, therefore collisions are potential, albeit not probable. The 160-bit hash value is a sufficiently large space such that collisions are extremely rare. The security of the hash function is based on the difficulty of locating collisions. That is, it is computation infeasible to construct two distinct but similar messages that produce the same hash output.

- The MD5 generates a 128-bit hash, and the algorithm is specified in RFC 1321.
- SHA-1 is a 160-bit hash function, specified by the ANSI X9.30-2 and FIPS 180-1 standards.
- SHA-256 is a 256-bit hash function that provides 256 bits of security against collision attacks.
- The MDEU also supports HMAC computations, as specified in RFC 2104.

1.7.6 Random Number Generator (RNG)

The RNG is a digital integrated circuit capable of generating 32-bit random numbers. It is designed to comply with FIPS 140-1 standards for randomness and non-determinism.

Because many cryptographic algorithms use random numbers as a source for generating a secret value (a nonce), it is desirable to have a private RNG for use by the MPC184. The anonymity of each random number must be maintained, as well as the unpredictability of the next random number. The FIPS-140 compliant private RNG allows the system to develop random challenges or random secret keys. The secret key can thus remain hidden from even the high-level application code, providing an added measure of physical security.

1.7.7 8KB General Purpose RAM (gpRAM)

The MPC184 contains 8KB of internal general purpose RAM that can be used to store keys, IV's and data. The internal scratchpad allows the user to store frequently used context on chip which increases system performance by minimizing setup time. This feature is especially important when dealing with small packets and in systems where bus bandwidth is limited.

1.8 Performance Estimates

Bulk encryption/authentication performance estimates shown in Table 1-2. include data/key/context reads (from memory to MPC184), security processing (internal to MPC184), and writes of completed data/context to memory by MPC184, using typical bus overhead.

Table 1-2. Estimated Bulk Data Encryption Performance (Mbps)

	DES CBC	3DES CBC	AES 128	AES 256	ARC4	MD5	SHA-1	3DES/ HMAC-SHA-1(Rx)
64 byte	43	36	38	32	43	38	34	29
128 byte	75	55	60	51	75	66	59	50
256 byte	119	76	83	70	118	100	87	74
512 byte	173	95	104	88	171	135	114	97
1024 byte	223	109	118	100	221	163	136	115
1536 byte	247	114	124	105	252	176	144	123

The MPC184 supports single pass processing of encryption/message authentication. All performance measurements assume descriptor generation and bus availability (66Mhz, 32bit PCI bus with typical SDRAM read/write latency) are not constraints.

1.9 User's Manual Revision History

A list of the major differences between revisions of the *MPC184 Security Co-Processor User's Manual—PCI Interface*, is provided in Appendix C, "User's Manual Revision History."

Chapter 2
Signal Descriptions

This chapter describes the signals used by the MPC184 in PCI mode, as well as the device pinout. The MPC184 is designed to offer customers an easy migration path from the MPC190, the 32/64b PCI Security Processor, in situations where the MPC190 is being used in 32-bit mode.

2.1 Signal Descriptions

Table 2-1 shows the signal descriptions for the MPC184 in 32 bit PCI mode. The shaded regions show the pins that MUST be No Connected in 32b PCI mode or must be taken into special consideration for easy migration from the MPC190. Please also reference Chapter 2, 4 and 7 of the PCI Local Bus Specification Revision 2.2 for other PCI system considerations.

Table 2-1. MPC184 PCI Signals

Signal Name	Pin Locations	Signal Type	Type	Description
Address/Data and Command Pins (37)				
AD[31:0]	K2, K1, L2, L1, M2, M1, N2, N1, R1, R2, T2, T3, T4, R5, T5, R6, R12, T12, R13, T13, R14, T14, T15, R15, P15, P16, N15, N16, M15, M16, L15, L16	I/O	T/S	Multiplexed Address/Data Bus
C/BE[3-0]#	P2, T6, T11, R16	I/O	T/S	Bus Command/Byte Enables
PAR	R11	I/O	T/S	Parity (Even Parity across AD[31:0], C/BE [3:0]
Interface Control (7)				
FRAME#	R7	I/O	S/T/S	Assertion of FRAME# by an Initiator indicates the beginning of a bus transaction. FRAME is deasserted 1 cycle before conclusion of the transaction.
TRDY#	R8	I/O	S/T/S	Assertion of TRDY# by a target indicates readiness to complete a bus transaction.
IRDY#	T7	I/O	S/T/S	Assertion of IRDY# by an Initiator indicates readiness to complete a bus transaction.
STOP#	R9	I/O	S/T/S	Asserted by a target to request termination a bus transaction.

Table 2-1. MPC184 PCI Signals

Signal Name	Pin Locations	Signal Type	Type	Description
IDSEL	P1	I	IN	Initialization device select is used as chip select pin during Type 0 configuration transactions.
DEVSEL#	T8	I/O	S/T/S	Asserted by a target when claiming a transaction (following subtractive decode of its address).
M66EN	E2	I	IN	When asserted (at initialization time), the MPC184 enables its internal PLL to operate in the 33-66MHz range.
PLL Bypass	P5	I	IN	PLL Bypass 0 (OVSS) = PLL Disabled 1 (OVDD) = PLL Enabled
Arbitration (2)				
REQ#	F1	O	T/S	Bus Request from Initiator to Arbiter
GNT#	D2	I	T/S	Bus Grant from Arbiter to Initiator
System (3)				
CLK	H1	I	IN	System Clock input
RST#	E1	I	IN	Asynchronous reset signal. Initializes MPC184 to known state.
TPA	G2	O		Test Pad Analog This pin MUST have No Connection
Error Reporting (2)				
SERR#	T10	O	O/D	System Error is active low when unrecoverable system error is detected.
PERR#	R10	I/O	S/T/S	Parity Error is active low when Parity Error is detected
Interrupt Signals (1)				
INTA#	D1	O	O/D	Interrupt Request
JTAG/Boundary Scan (5)				
TCK	A3	I		Test Clock If JTAG is NOT used, this pin should be tied to VSS
TDI	C1	I		Test Input If JTAG is NOT used, this pin should be tied to OVDD
TDO	B1	O		Test output If JTAG is NOT used, this pin should be NC

Table 2-1. MPC184 PCI Signals

Signal Name	Pin Locations	Signal Type	Type	Description
TMS	A2	I		Test Mode Select If JTAG is NOT used, this pin should be tied to OVDD
TRST#	A4	I		Test Reset If JTAG is NOT used, this pin should be tied to VSS
Powers/Grounds/No Connects (195)				
Analog VDD	F2			Analog PLL Power MPC184 = +1.5 V MPC190 = +1.8 V
AVSS	H2			Analog PLL Ground
VSS	B2, B3, B4, C2, C3, C4, C5, C7, C10, C12, C13, C14, D3, E14, F6, F7, F8, F9, F10, F11, F14,G1, G3, G6, G7, G8, G9, G10, G11, H6, H7, H8, H9, H10, H11, J1, J2, J6, J7, J8, J9, J10, J11, J14, K6, K7, K8, K9, K10, K11, L3, L6, L7, L8, L9, L10, L11, M14, N3, P3, P4, P6, P7, P9, P11, P12, P13, P14, R3, R4			Ground
IVDD	E5, E6, E7, E8, E9, E10, E11, E12, F5, F12, G5, G12, H5, H12, J5, J12, K5, K12, L5, L12, M5, M6, M7, M8, M9, M10, M11, M12			Core Power MPC184 = +1.5 V MPC190 = +1.8 V
OVDD	C6, C8, C9, C11, D4, D5, D6, D7, D8, D9, D10, D11, D12, D13, D14, E3, E4, E13, F3, F4, F13, G4, G13, G14, H3, H4, H13, H14, J3, J4, J13, K3, K4, K13, K14, L4, L13, L14, M3, M4, M13, N4, N5, N6, N7, N8, N9, N10, N11, N12, N13, N14, P5, P8, P10, T9			I/O Power (+3.3v)
NC	G16, F15, F16, E15, E16, D15, D16, C15, C16, B15, B16, A15, B14, A14, B13, A13, B12, A12, B11, A11, B10, A10, B9, A9, B8, A8, B7, A7, B6, A6, B5, A5, J15, J16, H15, H16, G15, K16, K15			These pins MUST have No Connection

2.2 MPC184 Pin Out

Figure 2-1 shows the pin connections for the MPC184 in 32 bit PCI mode. The shaded regions show the pins that MUST be No Connected in 32b PCI mode or must be taken into special consideration for easy migration from the MPC190.

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	
A		TMS	TCK	TRST	NC	NC	NC	NC	NC	NC	NC	NC	NC	NC	NC		**A**
B	TDO	VSS	VSS	VSS	NC	NC	NC	NC	NC	NC	NC	NC	NC	NC	NC	NC	**B**
C	TDI	VSS	VSS	VSS	VSS	3.3V	VSS	3.3V	3.3V	VSS	3.3V	VSS	VSS	VSS	NC	NC	**C**
D	INTA	GNT	VSS	3.3V	3.3V	3.3V	3.3V	3.3V	3.3V	3.3V	3.3V	3.3V	3.3V	3.3V	NC	NC	**D**
E	RST#	M66EN	3.3V	3.3V	Core V	Core V	Core V	Core V	Core V	Core V	Core V	Core V	3.3V	VSS	NC	NC	**E**
F	REQ#	AnalogVdd	3.3V	3.3V	Core V	VSS	VSS	VSS	VSS	VSS	VSS	Core V	3.3V	VSS	NC	NC	**F**
G	VSS	TPA /NC	VSS	3.3V	Core V	VSS	VSS	VSS	VSS	VSS	VSS	Core V	3.3V	3.3V	NC	NC	**G**
H	CLK	AVSS	3.3V	3.3V	Core V	VSS	VSS	VSS	VSS	VSS	VSS	Core V	3.3V	3.3V	NC	NC	**H**
J	VSS	VSS	3.3V	3.3V	Core V	VSS	VSS	VSS	VSS	VSS	VSS	Core V	3.3V	VSS	NC	NC	**J**
K	AD_30	AD_31	3.3V	3.3V	Core V	VSS	VSS	VSS	VSS	VSS	VSS	Core V	3.3V	3.3V	NC	NC	**K**
L	AD_28	AD_29	VSS	3.3V	Core V	VSS	VSS	VSS	VSS	VSS	VSS	Core V	3.3V	3.3V	AD_1	AD_0	**L**
M	AD_26	AD_27	3.3V	3.3V	Core V	Core V	Core V	Core V	Core V	Core V	Core V	Core V	3.3V	VSS	AD_3	AD_2	**M**
N	AD_24	AD_25	VSS	3.3V	3.3V	3.3V	3.3V	3.3V	3.3V	3.3V	3.3V	3.3V	3.3V	3.3V	AD_5	AD_4	**N**

Figure 2-1. MPC184 Pinout

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	
P	IDSEL	C/BE_3	VSS	VSS	PLL Bypass	VSS	VSS	3.3V	VSS	3.3V	VSS	VSS	VSS	VSS	AD_7	AD_6	**P**
R	AD_23	AD_22	VSS	VSS	AD_18	AD_16	FRAME	TRDY	STOP	PERR	PAR	AD_15	AD_13	AD_11	AD_8	C/BE_0	**R**
T		AD_21	AD_20	AD_19	AD_17	C/BE_2	IRDY	DEVSEL	3.3V	SERR	C/BE_1	AD_14	AD_12	AD_10	AD_9		**T**
	1	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**	**11**	**12**	**13**	**14**	**15**	**16**	

Figure 2-1. MPC184 Pinout

Chapter 3
Address Map

This chapter contains the MPC184 address map. All registers are 32-bit aligned, and are addressed on 32-bit boundaries.

The MPC184's internal memory resources are within a contiguous block of memory. The size of the internal space is 128 Kbytes. In PCI mode, the Base Address Register is set according to the PCI protocol.

3.1 Address Map

Table 3-1 shows the base address map, and Table 3-2 the precise address map, including all registers in the Execution Units. The 17-bit MPC184 address bus value is shown. Note that these tables show module addresses; the 3 least significant address bits that are used to select bytes within 32-bit-words are not shown.

Table 3-1. Module Base Address Map

MPC184 Address (hex) (AD 16::0)	MPC184 Module	Description	Type
00000-00FFF	Configuration	MPC184 Configuration Setup	Configuration
01000-01FFF	Controller	Arbiter/Controller Control Register Space	Resource Control
02000-02FFF	Channel 1	Crypto-Channel unit 1	Data Control
03000-03FFF	Channel 2	Crypto-Channel unit 2	Data Control
04000-04FFF	Channel 3	Crypto-Channel unit 3	Data Control
05000-05FFF	Channel 4	Crypto-Channel unit 4	Data Control
08000-08FFF	AFEU	ARCFour Execution Unit	CryptoAccelerator
0A000-0AFFF	DEU	DES Execution Unit	CryptoAccelerator
0C000-0CFFF	MDEU	Message Digest Execution Unit	CryptoAccelerator
0E000-0EFFF	RNG	Random Number Generator	CryptoAccelerator
10000-10FFF	PKEU	Public Key Execution Unit	CryptoAccelerator
12000-12FFF	AESU	AES Execution Unit	CryptoAccelerator
18000-19FFF	Memory	8K Bytes General Purpose Memory	Memory

Table 3-2 shows the system address map including all functional registers.

Table 3-2. Preliminary System Address Map Showing All Registers

MPC184 Address (hex) (AD 16::0)	MPC184 Module	Description	Type
00F00	Configuration	8xx Mode Base Address	R/W
00800	Configuration	8xx Slave PERR Address	R
01000	Controller	EU Assignment Control	R/W
01008	Controller	Interrupt Mask	R/W
01010	Controller	Interrupt Status	R
01018	Controller	Interrupt Clear	W
01024	Controller	Identification	R
01028	Controller	EU Assignment Status	R
01030	Controller	Master Control	R/W
01038	Controller	Master TEA Address (8xx mode only)	R
02008	Channel_1	Config register	R/W
02010	Channel_1	Pointer status	R
02040	Channel_1	Current descriptor pointer	R
02048	Channel_1	Fetch register	R/W
02080-020BF	Channel_1	Descriptor buffer[16]	R/W
03008	Channel_2	Config register	R/W
03010	Channel_2	Pointer status	R
03040	Channel_2	Current descriptor pointer	R
03048	Channel_2	Fetch register	R/W
03080-030BF	Channel_2	Descriptor buffer[16]	R/W
04008	Channel_3	Config register	R/W
04010	Channel_3	Pointer status	R
04040	Channel_3	Current descriptor pointer	R
04048	Channel_3	Fetch register	R/W
04080-040BF	Channel_3	Descriptor buffer[16]	R/W
05008	Channel_4	Config register	R/W
05010	Channel_4	Pointer status	R
05040	Channel_4	Current descriptor pointer	R
05048	Channel_4	Fetch register	R/W
05080-050BF	Channel_4	Descriptor buffer[16]	R/W
08000	AFEU	Mode Register	R/W
08008	AFEU	Key Size Register	R/W

Table 3-2. Preliminary System Address Map Showing All Registers (continued)

MPC184 Address (hex) (AD 16::0)	MPC184 Module	Description	Type
08010	AFEU	Context/Data Size Register	R/W
08018	AFEU	Reset Control Register	R/W
08028	AFEU	Status Register	R
08030	AFEU	Interrupt Status Register	R/W
08038	AFEU	Interrupt Control Register	R/W
08050	AFEU	End of Message Register	W
08100-081FF	AFEU	Context Memory	R/W
08200	AFEU	Context Memory Pointers	R/W
08400	AFEU	Key Register 0	W
08408	AFEU	Key Register 1	W
08800-08FFF	AFEU	FIFO	R/W
0A000	DEU	Mode Register	R/W
0A008	DEU	Key Size Register	R/W
0A010	DEU	Data Size Register	R/W
0A018	DEU	Reset Control Register	R/W
0A028	DEU	Status Register	R
0A030	DEU	Interrupt Status Register	R/W
0A038	DEU	Interrupt Control Register	R/W
0A050	DEU	EU-Go	W
0A100	DEU	IV Register	R/W
0A400	DEU	Key 1 Register	W
0A408	DEU	Key 2 Register	W
0A410	DEU	Key 3 Register	W
0A800-0AFFF	DEU	FIFO	R/W
OC000	MDEU	Mode Register	R/W
0C008	MDEU	Key Size Register	R/W
0C010	MDEU	Data Size Register	R/W
0C018	MDEU	Reset Control Register	R/W
0C028	MDEU	Status Register	R
0C030	MDEU	Interrupt Status Register	R/W
0C038	MDEU	Interrupt Control Register	R/W
0C050	MDEU	EU_GO	W

Table 3-2. Preliminary System Address Map Showing All Registers (continued)

MPC184 Address (hex) (AD 16::0)	MPC184 Module	Description	Type
0C100-0C120	MDEU	Context Memory	R/W
0C400-0C47F	MDEU	Key Memory	W
0C800-0CFFF	MDEU	FIFO	W
0E000	RNG	Mode Register	R/W
0E010	RNG	Data Size Register	R/W
0E018	RNG	Reset Control Register	R/W
0E028	RNG	Status Register	R
0E030	RNG	Interrupt Status Register	R/W
0E038	RNG	Interrupt Control Register	R/W
0E050	RNG	EU_GO	W
0E800-0EFFF	RNG	FIFO	R
10000	PKEU	Mode Register	R/W
10008	PKEU	Key Size Register	R/W
10010	PKEU	Data Size Register	R/W
10018	PKEU	Reset Control Register	R/W
10028	PKEU	Status Register	R
10030	PKEU	Interrupt Status Register	R/W
10038	PKEU	Interrupt Control Register	R/W
10050	PKEU	EU_GO	W
10200-1023F	PKEU	Parameter Memory A0	R/W
10240-1027F	PKEU	Parameter Memory A1	R/W
10280-102BF	PKEU	Parameter Memory A2	R/W
102C0-102FF	PKEU	Parameter Memory A3	R/W
10300-1033F	PKEU	Parameter Memory B0	R/W
10340-1037F	PKEU	Parameter Memory B1	R/W
10380-103BF	PKEU	Parameter Memory B2	R/W
103C0-103FF	PKEU	Parameter Memory B3	R/W
10400-104FF	PKEU	Parameter Memory E	W
10800-108FF	PKEU	Parameter Memory N	R/W
12000	AESU	Mode Register	R/W
12008	AESU	Key Size Register	R/W
12010	AESU	Data Size Register	R/W

Table 3-2. Preliminary System Address Map Showing All Registers (continued)

MPC184 Address (hex) (AD 16::0)	MPC184 Module	Description	Type
12018	AESU	Reset Control Register	R/W
12028	AESU	Status Register	R
12030	AESU	Interrupt Status Register	R/W
12038	AESU	Interrupt Control Register	R/W
12050	AESU	End of Message Register	W
12100	AESU	IV Register	R/W
12400-12408	AESU	Key Memory	R/W
12800-12FFF	AESU	FIFO	R/W
18000-19FFF	Memory	General Purpose Memory	R/W

Chapter 4
PCI Configuration Registers

The MPC184 is a PCI 2.2-compliant device. All PCI configuration space register names are defined in the PCI Local Bus Specification, Revision 2.2, December 18, 1998. Per the PCI Local Bus Specification, 32-bits is referred to as a DWORD.

4.1 PCI Configuration Space

The MPC184 uses a Type 00h configuration space header with one base address register.

Name (Reset)	31 24	23 16	15 8	7 0	Offset
	Device ID (0x6405)		Vendor ID (0x1057)		0x000
	Status (0x02A0)		Command (0x0000)		0x004
	Class Code (0x1000_00)			Revision ID (0x00)	0x008
	BIST (0x00)	Header Type (0x00)	Latency Timer (0x00)	Cache Line Size (0x00)	0x00C
	BAR 0 (0x0000_0008)				0x010
	BAR 1 (0x0000_0000)				0x014
	BAR 2 (0x0000_0000)				0x018
	BAR 3 (0x0000_0008)				0x01C
	BAR 4 (0x0000_0000)				0x020
	BAR 5 (0x0000_0000)				0x024
	Cardbus CIS Pointer (0x0000_0000)				0x028
	Subsystem ID (0x0000)		Subsystem Vendor ID (0x0000)		0x02C
	Expansion ROM Base Address (0x0000_0000)				0x030
	Reserved (0x0000_00)			Capabilities Pointer (0x00)	0x034
	Reserved (0x0000_0000)				0x038
	Max_LAT (0x00)	Min_GNT (0x00)	Interrupt Pin (0x01)	Interrupt Line (0x00)	0x03C

Figure 4-1. PCI Type 00h Configuration Space Header

4.1.1 PCI Vendor ID Register (offset 0x0000)

The first DWORD in the configuration space header contains the read only PCI vendor ID register. This two-byte register contains the value 0x1057.

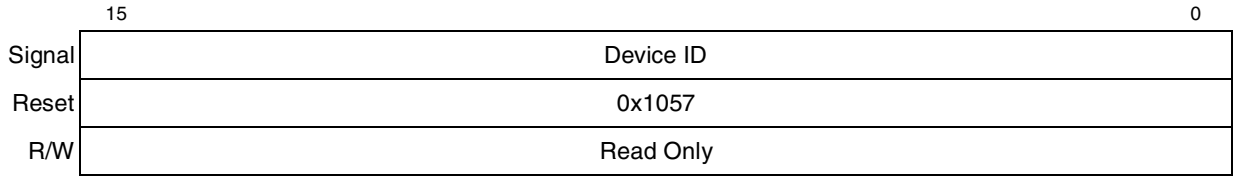


Figure 4-2. PCI Vendor ID Register

4.1.2 PCI Device ID Register (offset 0x0002)

The first DWORD in the configuration space header also contains the read only PCI device ID register. This two-byte register contains the value 0x6405.

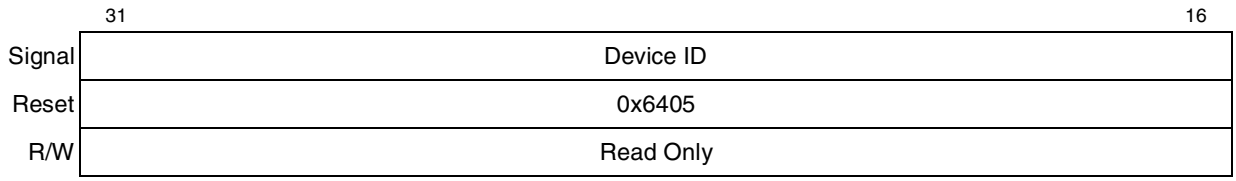


Figure 4-3. PCI Device ID Register

4.1.3 PCI Command Register (offset 0x0004)

The second DWORD in the configuration space header contains the R/W PCI command register. This two-byte register resets to the value 0x0000. The recommended setting for this register is 0x0146.

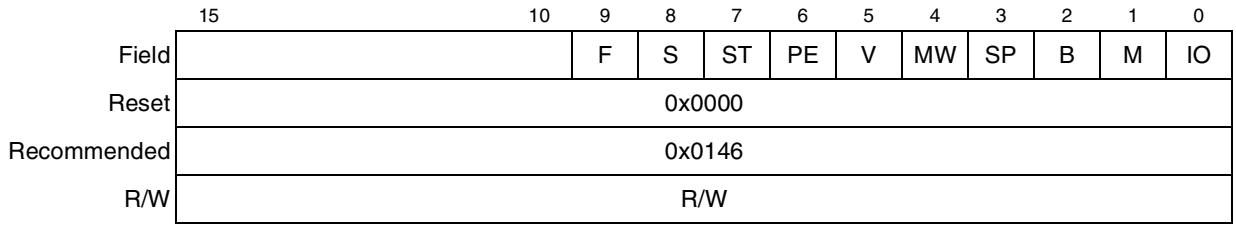


Figure 4-4. PCI Command Register

Table 4-1 defines PCI command register signals.

Table 4-1. PCI Command Register Signals

Bits	R/W	Name	Recommended Value	Description
15:10	R	—	0	Reserved
9	R/W	F	0	Fast-back-to-back enable. As a master, the MPC184 does not perform fast back-to-back transactions.
8	R/W	S	1	SERR# enable. The MPC184 optionally supports SERR# reporting.
7	R/W	St	0	Stepping control. The MPC184 does not support address/data stepping.
6	R/W	PE	1	Parity error response. Enables PERR# reporting on the MPC184.
5	R/W	V	0	VGA palette snoop enable. Not a display device.
4	R/W	MW	0	Memory write and invalidate enable. As a master, the MPC184 does not use the mem write and invalidate command.
3	R/W	SP	0	Special Cycles. The MPC184 does not support special cycles.
2	R/W	B	1	Bus Master. The MPC184 should be operated primarily as a bus master.
1	R/W	M	1	Memory Space. MPC184 is a memory space decoder.
0	R/W	IO	0	IO Space. MPC184 does not support IO address space.

4.1.4 PCI Status Register (offset 0x0006)

The second DWORD in the configuration space header also contains the read only PCI status register. This 2 byte register resets to the value 0x02A0.

	31	30	29	28	27	26 25	24	23	22	21	20	19 16
Field	PE	SE	MA	TR	TS	DT	DP	F	R	66M	C	—
Reset	0x02A0											
Recommended	NA											
R/W	Read Only											

Figure 4-5. PCI Status Register

Table 4-2 defines PCI status register signals.

Table 4-2. PCI Status Register Signals

Bits	R/W	Name	Reset Value	Description
31	R/W	PE	0	Detected parity error. MPC184-detected parity error
30	R/W	SE	0	Signaled system error. MPC184-signalled SERR#
29	R/W	MA	0	Master abort. MPC184 terminated a transaction with a master abort.
28	R/W	TR	0	Received target abort. Target currently addressed by MPC184-terminated transaction with target abort.

Table 4-2. PCI Status Register Signals (continued)

Bits	R/W	Name	Reset Value	Description
27	R/W	TS	0	Signaled target abort. MPC184, as the currently addressed target, has terminated a transaction with a target abort.
26:25	R	DT	01	Device select timing. As a target, the MPC184 is medium address decoder.
24	R/W	DP	0	Master data parity error. While operating as a master, the MPC184 detected a data parity error.
23	R	F	1	Fast back-to-back capable. MPC184 is a fast back-to-back capable target.
22	R	Reserved	0	Reserved, hardwired to zero
21	R	66M	1	66MHz capable. The MPC184 is 66MHz capable.
20	R	C	0	Capabilities list. No extended capabilities supported
19:16	R	Reserved	0000	Reserved, hardwired to zero

4.1.5 Revision ID Register (offset 0x0008)

The third DWORD in the configuration space header contains the read only revision ID register. This one-byte register resets to the value 0x00, indicating this is the first revision of the MPC184.

4.1.6 Class Code Register (offset 0x0009)

The third DWORD in the configuration space header also contains the read-only class code register. This three-byte register resets to the value 0x1000_00, indicating that the MPC184 belongs to the PCI device category known as “Encryption/Decryption Controller/Network and Computing Encrypt/Decrypt.”

	31 … 8	7 … 0
Field	Class Code Register	Revision ID
Reset	0x1000_00	0x00
Recommended	NA	
R/W	Read Only	

Figure 4-6. Revision ID/Class Code Register

4.1.7 Cache Line Size Register (offset 0x000C)

The fourth DWORD in the configuration space header contains the R/W cache line size register. This one-byte register resets to the value 0x00, indicating that memory write and invalidate commands are not supported.

4.1.8 Latency Timer Register (offset 0x000D)

The fourth DWORD in the configuration space header also contains the R/W latency timer register. This one-byte register resets to the value 0x00; however, it is recommended that this register be set to 0x10. This indicates that the MPC184 will achieve best performance when granted mastership of the PCI bus for at least 32 PCI clocks. The MPC184 will typically make several short reads or writes during context switching, followed by long reads and writes for data movement.

4.1.9 Header-Type Register (offset 0x000E)

The fourth DWORD in the configuration space header also contains the R/W header type register. This one-byte register resets to the value 0x00, indicating that the MPC184 uses a type 0 PCI Configuration Header.

4.1.10 BIST Register (offset 0x000F)

The fourth DWORD in the configuration space header also contains the R/W BIST register. This one-byte register resets to the value 0x00, indicating that the MPC184 does not implement BIST.

	31 24	23 16	15 8	7 0
Field	BIST	Header Type	Latency Timer	Cache LIne SIze
Reset	0x00	0x00	0x00	0x00
Recommended	0x0000_1000			
R/W	R/W			

Figure 4-7. Cache Line/Latency Timer/Header Type/BIST

4.1.11 Base Address Register Zero (offset 0x0010)

The fifth DWORD in the configuration space header contains the R/W base address register zero. This four-byte register resets to the value 0x0000_0008. The base address registers define the memory address range that the MPC184 will decode and respond to with the assertion of DEVSEL. Base Address Registers 0 - 3 are implemented. Base addresses 1 to 3 should be equal to Base Address 0 plus 0x08000, 0x10000, and 0x18000 respectively. Also Base Address 0 and 3 are pre-fetchable, Base Address 1 and 2 are not pre-fetchable.

	31 4	3	2 1	0
Field	BAR0	TA	CR	TS
Reset	0x0000_000	1	00	0
Recommended	0x0000_0000			
R/W	R/W			

Figure 4-8. Base Address Register 0

Table 4-3. Base Address Register 0 Signals

Bits	R/W	Name	Reset Value	Description
31:17	R/W	BAR_0	0x0000	Base address
16:4	R/W	—	0x000	Reserved
3		taccess	b1	Prefetchable attribute bit. Indicates that the MPC184 is pre-fetchable.
2:1	R/W	crange	b00	Decoder width field. Locates MPC184 address map anywhere in lower 4GB of memory addresses
0	R/W	tspace	b0	Indicates that the MPC184 decodes its address in memory spaces

Note: Bit 3, “taccess,” is hardwired to 1, indicating that this portion of the MPC184 address map is pre-fetchable.

4.1.12 Base Address Register 1 (offset 0x0014)

Base address register 1 is implemented, and defines a segment of the MPC184 address map that is not pre-fetchable. This Base address should be equal to Base Address 0 plus 0x08000. Reads of this register return 0x0000_0000 at reset.

4.1.13 Base Address Register 2 (offset 0x0018)

Base address register 2 is implemented, and defines a segment of the MPC184 address map that is not pre-fetchable. This Base address should be equal to Base address 0 plus 0x10000. Reads of this register return 0x0000_0000 at reset.

4.1.14 Base Address Register 3 (offset 0x001C)

Base address register 3 is implemented. Reads of this register return 0x0000_0008, indicating that this portion of the MPC184 address map is well behaved, pre-fetchable memory. This Base address should be equal to Base address 0 plus 0x18000. Reads of this register return 0x0000_0008 at reset.

4.1.15 Base Address Register 4 (offset 0x0020)

Base address register 4 is not implemented. Reads of this register return 0x0000_0000.

4.1.16 Base Address Register 5 (offset 0x0024)

Base address register 5 is not implemented. Reads of this register return 0x0000_0000.

	31 … 0
Field	BAR4–5
Reset	0
Recommended	NA
R/W	R/W

Figure 4-9. Base Address Registers 4-5

4.1.17 CardBus CIS Pointer Register (offset 0x0028)

The eleventh DWORD in the configuration space header contains the R/W CardBus CIS pointer register. This four-byte register resets to the value 0x0000_0000, indicating that CardBus CIS pointer is not implemented.

	31 … 0
Field	CardBus CIS Pointer
Reset	0x0000_0000
Recommended	NA
R/W	R/W

Figure 4-10. CardBus CIS Pointer Register

4.1.18 Subsystem Vendor ID Register (offset 0x002C)

The twelfth DWORD in the configuration space header contains the read only subsystem vendor ID register. This two-byte register contains the value 0x0000.

4.1.19 Subsystem ID Register (offset 0x002E)

The twelfth DWORD in the configuration space header also contains the read only subsystem ID register. This two-byte register contains the value 0x0000.

	31 … 16	15 … 0
Field	Subsystem ID	Subsystem Vendor ID
Reset	0x0000	0x0000
Recommended	NA	
R/W	Read Only	

Figure 4-11. Subsystem ID Registers

4.1.20 Expansion ROM Base Address Register (offset 0x0030)

The thirteenth DWORD in the configuration space header contains the R/W expansion ROM base address register. This four-byte register resets to the value 0x0000_0000, indicating that expansion ROM base address is not implemented.

	31 … 0
Field	Expansion ROM Base Address
Reset	0x0000_0000
Recommended	NA
R/W	R/W

Figure 4-12. Expansion ROM Base Address Register

4.1.21 Capabilities Pointer (offset 0x0034)

The fourteenth DWORD in the configuration space header contains the R/W capabilities pointer register. This one-byte register resets to the value 0x00, indicating the MPC184 has no extended PCI capabilities. The remainder of this DWORD is reserved.

	31 … 8	7 … 0
Field	—	Capabilities Pointer
Reset	0x0000_00	0x00
Recommended	NA	
R/W	R/W	

Figure 4-13. Capabilities Pointer

4.1.22 Interrupt Line Register (offset 0x003C)

The sixteenth DWORD in the configuration space header contains the read only interrupt line register. This one-byte register resets to the value 0x00, indicating that interrupt routing has not yet been assigned to the function.

4.1.23 Interrupt Pin Register (offset 0x003D)

The sixteenth DWORD in the configuration space header also contains the read only interrupt pin register. This one-byte register resets to the value 0x01, which selects INTA#.

4.1.24 Min_GNT Register (offset 0x003D)

The sixteenth DWORD in the configuration space header also contains the read only Min_GNT register. This one-byte register resets to the value 0x00.

4.1.25 Max_Lat Register (offset 0x003F)

The sixteenth DWORD in the configuration space header also contains the read only Max_Lat register. This one-byte register resets to the value 0x00.

	31 24	23 16	15 8	7 0
Field	Max_Lat	Min_GNT	Interrupt Pin	Interrupt Line
Reset	0x00	0x00	0x01	0x00
Recommended	NA			
R/W	Read Only			

Figure 4-14. Registers of the Sixteenth D-Word

Chapter 5
Execution Units

"Execution unit" is the generic term for a functional block that performs the mathematical permutations required by protocols used in cryptographic processing. The EUs are compatible with IPsec, WAP/WTLS, IKE, SSL/TLS and DOCSIS BPI++ processing, and can work together to perform high level cryptographic tasks.

The following Execution Units are used on the MPC184:

- Public Key Execution Unit (PKEU) supporting:
  - RSA and Diffie-Hellman
  - Elliptic curve operations in either F_2m or F_p
- Data Encryption Standard Execution Unit (DEU) supporting:
  - DES
  - 3DES
  - Two key (K1, K2, K1) or Three Key (K1, K2, K3)
  - ECB and CBC modes for both DES and 3DES
- Advanced Encryption Standard Execution Unit (AESU) supporting:
  - 128, 192, or 256 bit keys
  - ECB, CBC, and Counter modes for all key lengths
- ARC Four Execution Unit (AFEU)
  - Implements a stream cipher compatible with the RC-4 algorithm
  - 8- to 128-bit programmable key
- Message Digest Execution Unit (MDEU) supporting:
  - SHA-1, a 160 bit hash function, specified by the ANSI X9.30-2 and FIPS 180-1 standards.
  - The MD5 generates a 128 bit hash, and the algorithm is specified in RFC 1321.
  - SHA-256, a 256-bit hash function that provides 256 bits of security against collision attacks.
  - The MDEU also supports HMAC computations, as specified in RFC 2104.
- Private on-chip random number generator (RNG)

Working together, the EUs can perform high-level cryptographic tasks, such as IPSec encapsulating security protocol (ESP) and digital signature. The remainder of this Chapter provides details about the Execution Units themselves.

5.1 Public Key Execution Units (PKEU)

This section contains details about the Public Key Execution Unit (PKEU), including detailed register map, modes of operation, status and control registers, and the parameter RAMs.

5.1.1 PKEU Register Map

The PKEU contains the following registers and parameter memories, which are explained in detail in the following sections.

- PKEU Mode Register
- Key Size Register
- Data Size Register
- Reset Control Register
- Status Register
- Interrupt Status Register
- Interrupt Control Register
- “Go” Register
- Parameter Memory A
- Parameter Memory B
- Parameter Memory E
- Parameter Memory N

5.1.2 PKEU Mode Register

This register specifies the internal PKEU routine to be executed. For the root arithmetic routines, PKEU has the capability to perform arithmetic operations on subsegments of the entire memory. This is particularly useful for operations such as ECDH (elliptic curve Diffie-Hellman) key agreement computation. By using regAsel and regBsel, for example, parameter memory A subsegment 2 can be multiplied into parameter memory B subsegment 1. Figure 5-1 and Figure 5-2 detail two definitions.

	31 … 7	6 … 0
Field	Reserved	MODE
Reset	0	0
R/W	R/W	
Addr	PKEU 0x10000	

	31 … 0
Field	Reserved
Reset	0
R/W	R/W
Addr	PKEU 0x10004

Figure 5-1. PKEU Mode Register: Definition 1

	31 … 7	6 … 4	3 … 0
Field	Reserved	MODE	REGSEL
Reset	0	0	0
R/W	R/W		
Addr	PKEU 0x10000		

	31 … 0
Field	Reserved
Reset	0
R/W	R/W
Addr	PKEU 0x10004

Figure 5-2. PKEU Mode Register: Definition 2

Table 5-1 lists mode register routine definitions. Parameter memories are referred to for the base address, as show.

Table 5-1. Mode Register Routine Definitions

Routine	Mode [6:4]	Mode [3:2]	Mode [1:0]
Reserved	000	00	00
Clear Memory	000	0	01
Modular Exponentiation	000	00	10
R^2 mod N	000	00	11
R_nR_p mod N	000	01	00
F_p Affine Point Multiplication	000	01	01
F_2m Affine Point Multiplication	000	01	10

Table 5-1. Mode Register Routine Definitions (continued)

Routine	Mode [6:4]	Mode [3:2]	Mode [1:0]
F_p Projective Point Multiplication	000	01	11
F_2m Projective Point Multiplication	000	10	00
F_p Point Addition	000	10	01
F_p Point Doubling	000	10	10
F_2m Point Addition	000	10	11
F_2m Point Doubling	000	11	00
F_2m R^2 CMD	000	11	01
F_2m INV CMD	000	11	10
MOD INV CMD	000	11	11
Modular Addition	001	regAsel[1] 00 = A0 01 = A1 10 = A2 11 = A3	regBsel[1] 00 = B0 01 = B1 10 = B2 11 = B3
Modular Subtraction	010		
Modular Multiplication with single Reduction	011		
Modular Multiplication with double Reduction	100		
Polynomial Addition	101		
Polynomial Multiplication with single Reduction	110		
Polynomial Multiplication with double Reduction	111		

1 regAsel and regBsel here refer to the specific segment of Parameter Memory A and B.

5.1.3 PKEU Key Size Register

The Key Size Register reflects the number of significant bytes to be used from PKEU Parameter Memory E in performing modular exponentiation or elliptic curve point multiplication. The minimum value for this register, when performing either modular exponentiation or elliptic curve point multiplication, is 1 byte. The maximum legal value is 256 bytes. To avoid a key size error, 31:9 must be set to zero, and the value of 8:0 must not be greater than 256.

	31	8	0
Field	RESERVED		Key Size
Reset	0		
R/W	R/W		
Addr	PKEU 0x10008		

	31	0
Field	RESERVED	
Reset	0	
R/W	R/W	
Addr	PKEU 0x1000C	

Figure 5-3. PKEU Key Size Register

5.1.4 PKEU Data Size Register

The PKEU Data Size Register specifies, in bits, the size of the significant portion of the modulus or irreducible polynomial. Any value written to this register that is a multiple of 32 bits (i.e. 128 bits, 160 bits,...), will be represented internally as the same value (128 bits, 160 bits,...). Any value written that is not a multiple of 32 bits (i.e. 132bits, 161bits,...), will be represented internally as the next larger 32 bit multiple (160 bits, 196 bits,...). This internal rounding up to the next 32-bit multiple is described for information only. The minimum size valid for all routines to operate properly is 97 bits (internally 128 bits). The maximum size to operate properly is 2048 bits. A value in bits larger than 2048 will result in a Data Size error.

	31	12	11	0
Field	Reserved		Data Size	
Reset	0			
R/W	R/W			
Addr	PKEU 0x10010			

	31	0
Field	Reserved	
Reset	0	
R/W	R/W	
Addr	PKEU 0x10014	

Figure 5-4. PKEU Data Size Register

5.1.5 PKEU Reset Control Register

This register, Figure 5-5, contains three reset options specific to the PKEU.

	31 … 3	2	1	0
Field	Reserved	RI	MI	SR
Reset	0	0	0	0
R/W	R/W			
Addr	PKEU 0x10018			

	31 … 0
Field	Reserved
Reset	0
R/W	R/W
Addr	PKEU 0x1001C

Figure 5-5. PKEU Reset Control Register

Table 5-2 describes the PKEU Reset Control Register's signals.

Table 5-2. PKEU Reset Control Register Signals

Bits	Name	Description
31:3	-	Reserved
2	Reset Interrupt	Writing this bit active high causes PKEU interrupts signalling DONE and ERROR to be reset. It further resets the state of the PKEU Interrupt Status Register. 0 Don't reset 1 Reset interrupt logic
1	Module_Init	Module initialization is nearly the same as Software Reset, except that the Interrupt Control register remains unchanged. This module initialization includes execution of an initialization routine, completion of which is indicated by the RESET_DONE bit in the PKEU Status Register (Section 5.1.6, "PKEU Status Register," on page 5-6). 0 Don't reset 1 Reset most of PKEU
0	SW_RESET	Software Reset is functionally equivalent to hardware reset (the RESET# pin), but only for the PKEU. All registers and internal state are returned to their defined reset state. Upon negation of SW_RESET, the PKEU will enter a routine to perform proper initialization of the parameter memories. The RESET_DONE bit in the PKEU Status Register will indicate when this initialization routine is complete (Section 5.1.6, "PKEU Status Register," on page 5-6). 0 Don't reset 1 Full PKEU reset

5.1.6 PKEU Status Register

This status register contains 5 bits which reflect the state of PKEU internal signals.

Shown in Figure 5-6, the PKEU Status Register is read-only. Writing to this location will result in address error being reflected in the PKEU Interrupt Status Register.

	31 … 8	7	6	5	4 … 3	2	1	0
Field	Reserved	---	Z	Halt	____	IE	ID	RD
Reset	0	0	0	0	0	0	0	0
R/W	R							
Addr	PKEU 0x10028							

	31 … 0
Field	Reserved
Reset	0
R/W	R
Addr	PKEU 0x1002C

Figure 5-6. PKEU Status Register

Table 5-3 describes the PKEU Status Register's signals.

Table 5-3. PKEU Status Register Signals

Bits	Name	Description
31:7	----	Reserved **Note:** Some bits in the upper portion of this register are used as state tables for internal PKEU routines. In order to avoid confusion should the user read this register during normal operation, the user is advised that these bits exist, but their specific definition is reserved.
6	Z	Zero. This bit reflects the state of the PKEU Zero Detect bit when last sampled. Only particular instructions within routines cause Zero to be modified, so this bit should be used with great care.
5	Halt	Halt. Indicates that the PKEU has halted due to an error. 0 PKEU not halted 1 PKEU halted **Note:** Because the error causing the PKEU to stop operating may be masked to the Interrupt Status Register, the Status Register is used to provide a second source of information regarding errors preventing normal operation.
4:3	----	Reserved
2	Interrupt_Error	This status bit reflects the state of the ERROR interrupt signal, as sampled by the Controller Interrupt Status Register (Section 8.1.4, "Interrupt Status Registers (ISR)"). 0 PKEU is not signaling error 1 PKEU is signaling error
1	Interrupt_Done	This status bit reflects the state of the DONE interrupt signal, as sampled by the Controller Interrupt Status Register (Section 8.1.4, "Interrupt Status Registers (ISR)"). 0 PKEU is not signaling done 1 PKEU is signaling done
0	Reset_Done	This status bit, when high, indicates that PKEU has completed its reset sequence, as reflected in the signal sampled by the appropriate crypto-channel. 0 Reset in progress 1 Reset done

5.1.7 PKEU Interrupt Status Register

The interrupt status register tracks the state of possible errors, if those errors are not masked, via the PKEU interrupt control register. The definition of each bit in the PKEU Interrupt Status Register is shown in Figure 5-7.

	31–14	13	12	11	10	9	8	7	6	5–0
Field	Reserved	Inv	IE	--	CE	KSE	DSE	ME	AE	Reserved
Reset	0X0000_0000									
R/W	R									
Addr	PKEU 0x10030									

	31–0
Field	Reserved
Reset	0X0000_0000
R/W	R
Addr	PKEU 0x10034

Figure 5-7. PKEU Interrupt Status Register

Table 5-4 describes PKEU Interrupt Status Register signals.

Table 5-4. PKEU Interrupt Status Register Signals

Bits	Name	Description
31:14	—	Reserved
13	Inversion Error	Indicates that the inversion routine has a zero operand. 0 No inversion error detected 1 Inversion error detected
12	Internal Error	An internal processing error was detected while the PKEU was operating. 0 No error detected 1 Internal error **Note:** This bit will be asserted any time an enabled error condition occurs and can only be cleared by setting the corresponding bit in the Interrupt Control Register or by resetting the PKEU.
11	—	Reserved
10	Context Error	A PKEU Key register, the key size register, the data size register, or mode register was modified while the PKEU was operating. 0 No error detected 1 Context error
9	Key Size Error	Value outside the bounds of 1 - 256 bytes was written to the PKEU key size register 0 No error detected 1 Key size error detected
8	Data Size Error	Value outside the bounds 97- 2048 bits was written to the PKEU data size register 0 No error detected 1 Data size error detected

Table 5-4. PKEU Interrupt Status Register Signals (continued)

Bits	Name	Description
7	Mode Error	An illegal value was detected in the mode register. Note: writing to reserved bits in mode register is likely source of error. 0 No error detected 1 Mode error
6	Address Error	Illegal read or write address was detected within the PKEU address space. 0 No error detected 1 Address error
5:0	—	Reserved

5.1.8 PKEU Interrupt Control Register

The PKEU Interrupt Control Register controls the result of detected errors. For a given error (as defined in Section 5.1.7, “PKEU Interrupt Status Register”), if the corresponding bit in this register is set, then the error is disabled; no error interrupt occurs and the interrupt status register is not updated to reflect the error. If the corresponding bit is not set, then upon detection of an error, the PKEU Interrupt Status Register is updated to reflect the error, causing assertion of the error interrupt signal, and causing the module to halt processing.

	31 14	13	12	11	10	9	8	7	6	5 0
Field	Reserved	Inv	IE	--	CE	KSE	DSE	ME	AE	Reserved
Reset	0X0000_0000									
R/W	R/W									
Addr	PKEU 0x10038									

	31 0
Field	Reserved
Reset	0X0000_0000
R/W	R/W
Addr	PKEU 0x1003C

Figure 5-8. PKEU Interrupt Control Register

Table 5-5 describes PKEU Interrupt Control Register signals.

Table 5-5. PKEU Interrupt Control Register Signals

Bits	Name	Description
31:14	—	Reserved
13	Inversion Error	Inversion Error. 0 Inversion error enabled 1 Inversion error disabled

Table 5-5. PKEU Interrupt Control Register Signals (continued)

Bits	Name	Description
12	Internal Error	Internal Error 0 Internal Error enabled 1 Internal Error disabled
11	—	Reserved
10	Context Error	Context Error 0 Context Error enabled 1 Context Error disabled
9	Key Size Error	Key Size Error 0 Key Size Error enabled 1 Key Size Error disabled
8	Data Size Error	Data Size Error 0 Data Size Error enabled 1 Data Size Error disabled
7	Mode Error	Mode Error 0 Mode Error enabled 1 Mode Error disabled
6	Address Error	Address Error 0 Address error enabled 1 Address error disabled
5:0	—	Reserved

5.1.9 PKEU EU_GO Register

The EU_GO Register in the PKEU is used to indicate the start of a new computation. Writing to this register causes the PKEU to execute the function requested by the mode register, per the contents of the parameter memories listed below. Note that this register has no data size, and during the write operation, the host data bus is not read. Hence, any data value is accepted. Normally, a write operation with a zero data value is performed. Moreover, no read operation from this register is meaningful, but no error is generated, and a zero value is always returned. The PKEU EU_GO Register is only used when the MPC184 is operated as a target. The descriptors and crypto-channel activate the PKEU (via an internally generated write to the EU_GO Register) when the MPC184 acts as an initiator.

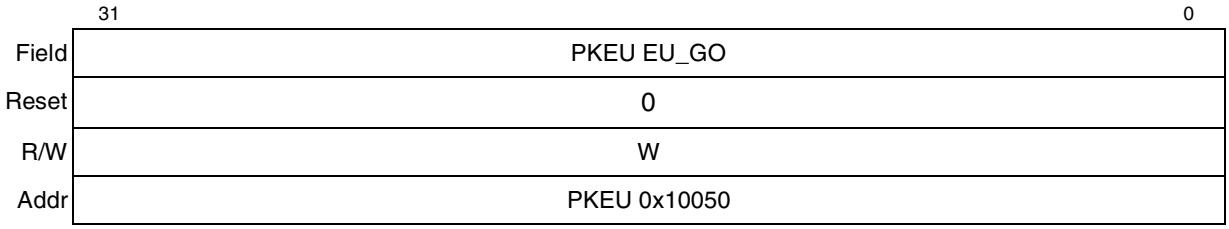


Figure 5-9. PKEU EU_GO Register

5.1.10 PKEU Parameter Memories

The PKEU uses four 2048-bit memories to receive and store operands for the arithmetic operations the PKEU will be asked to perform. In addition, results are stored in one particular parameter memory.

All these memories store data in the same format: least significant data byte in the least significantly addressed byte, both data significance and addressing significance increasing identically and simultaneously.

5.1.10.1 PKEU Parameter Memory A

This 2048 bit memory is used typically as an input parameter memory space. For modular arithmetic routines, this memory operates as one of the operands of the desired function. For elliptic curve routines, this memory is segmented into four 512 bit memories, and is used to specify particular curve parameters and input values.

5.1.10.2 PKEU Parameter Memory B

This 2048 bit memory is used typically as an input parameter memory space, as well as the result memory space. For modular arithmetic routines, this memory operates as one of the operands of the desired function, as well as the result memory space. For elliptic curve routines, this memory is segmented in to four 512 bit memories, and is used to specify particular curve parameters and input values, as well as to store result values.

5.1.10.3 PKEU Parameter Memory E

This 2048 bit memory is non-segmentable, and stores the exponent for modular exponentiation, or the multiplier k for elliptic curve point multiplication. This memory space is write only; a read of this memory space will cause address error to be reflected in the PKEU Interrupt Status Register.

5.1.10.4 PKEU Parameter Memory N

This 2048 bit memory is non-segmentable, and stores the modulus for modular arithmetic and F_p elliptic curve routines. For F_2m elliptic curve routines, this memory stores the irreducible polynomial.

5.2 Data Encryption Standard Execution Units (DEU)

This section contains details about the Data Encryption Standard Execution Units (DEU), including detailed register map, modes of operation, status and control registers, and FIFOs.

5.2.1 DEU Register Map

The registers used in the DEU are documented primarily for debug and target mode operations. If the MPC184 requires the use of the DEU when acting as an initiator, accessing these registers directly is unnecessary. The device drivers and the on-chip controller will abstract register level access from the user. The DEU contains the following registers:

- DEU Mode Register
- Key Size Register
- Data Size Register
- Reset Control Register
- Status Register
- Interrupt Status Register
- Interrupt Control Register
- “Go” Register
- IV Register
- Key Registers
- FIFO

5.2.2 DEU Mode Register

The DEU Mode Register contains 3 bits which are used to program the DEU. It also reflects the value of burst size, which is loaded by the crypto-channel during normal operation with the MPC184 as an initiator. Burst size is not relevant to target mode operations, where an external host pushes and pulls data from the execution units.

The mode register is cleared when the DEU is reset or re-initialized. Setting a reserved mode bit will generate a data error. If the mode register is modified during processing, a context error will be generated.

	31 — 11	10 — 8	7 — 3	2	1	0
Field	Reserved	Burst Size	Reserved	CE	TS	ED
Reset	0	0	0	0	0	0
R/W	R/W					
Addr	DEU 0x0A000					

	31 — 0
Field	Reserved
Reset	0
R/W	R/W
Addr	DEU 0x0A004

Figure 5-10. DEU Mode Register

Table 5-6 describes DEU Mode Register signals.

Table 5-6. DEU Mode Register Signals

Bits	Signal	Description
31:11	—	Reserved
10-8	Burst Size	The MPC184 implements flow control to allow larger than FIFO sized blocks of data to be processed with a single key/IV. The DEU signals to the crypto-channel that a “Burst Size” amount of data is available to be pushed to or pulled from the FIFO. **Note:** The inclusion of this field in the DEU Mode Register is to avoid confusing a user who may read this register in debug mode. Burst Size should not be written directly to the DEU.
7:3	—	Reserved
2	CBC/ECB	If set, DEU operates in cipher-block-chaining mode. If not set, DEU operates in electronic codebook mode. 0 ECB mode 1 CBC mode
1	Triple/Single DES	If set, DEU operates the Triple DES algorithm; if not set, DEU operates the single DES algorithm. 0 Single DES 1 Triple DES
0	encrypt/decrypt	If set, DEU operates the encryption algorithm; if not set, DEU operates the decryption algorithm. 0 Perform decryption 1 Perform encryption

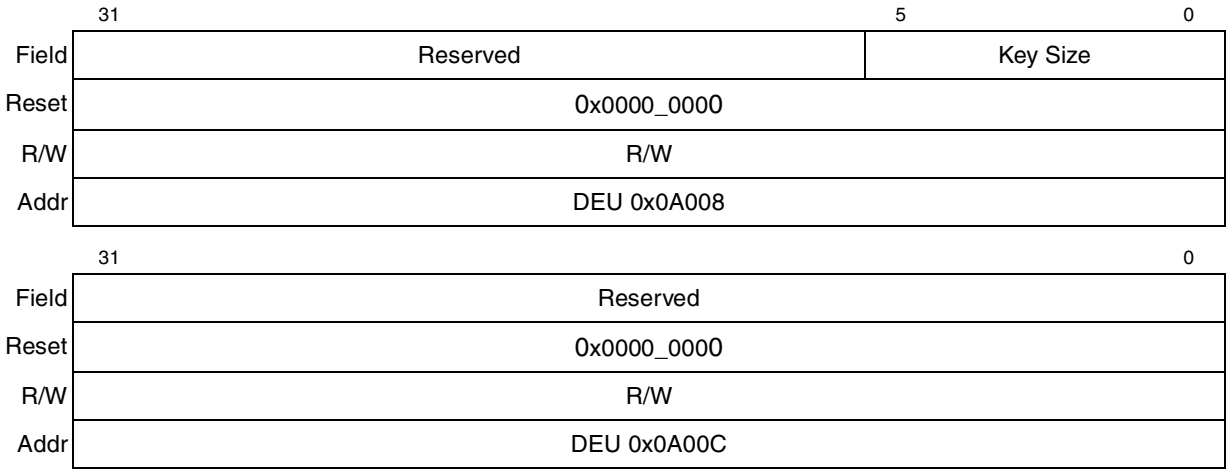
5.2.3 DEU Key Size Register

This value indicates the number of bytes of key memory that should be used in encrypting or decrypting. If the DEU Mode Register is set for single DES, any value other than 8 bytes will automatically generate a key size error in the DEU Interrupt Status Register. If the mode bit is set for triple DES, any value other than 16 bytes (112 bits for 2-key triple DES (K1=K3) or 24 bytes

(168 bits for 3-key triple DES) will generate an error. Triple DES always uses K1 to encrypt, Key2 to decrypt, K3 to encrypt.

NOTE

Reserved fields must be set to zero to ensure proper operation.



	31	5	0
Field	Reserved	Key Size	
Reset	0x0000_0000		
R/W	R/W		
Addr	DEU 0x0A008		

	31	0
Field	Reserved	
Reset	0x0000_0000	
R/W	R/W	
Addr	DEU 0x0A00C	

Figure 5-11. DEU Key Size Register

Table 5-7 shows the legal values for DEU key size.

Table 5-7. DEU Key Size Register

Bits	Signal	Description
31:0	----	Reserved
5:0	Key Size	8 bytes = 0x08 (only legal value if mode is single DES.) 16 bytes= 0x10 (for 2 key 3DES, K1 = K3) 24 bytes= 0x18 (for 3 key 3DES)

5.2.4 DEU Data Size Register

This register, shown in Figure 5-12, is used to verify that the data to be processed by the DEU is divisible by the DES algorithm block size of 64-bits. The DEU does not automatically pad messages out to 64-bit blocks, therefore any message processed by the DEU must be divisible by 64-bits or a data size error will occur.

In normal operation, the full message length (data size) to be encrypted or decrypted by the DEU is copied from the descriptor to the DEU Data Size Register, however only bits 5:0 are checked to determine if there is a data size error. If 5:0 are all zeroes, the message is evenly divisible into 64-bit blocks. In target mode, the user must write the data size to the data size register. If the data size written is not divisible by 64-bits (5:0 non-zero), a data size error will occur.

	31	5	0
Field	Reserved	Data Size	
Reset	0x0000_0000		
R/W	R/W		
Addr	DEU 0x0A010		

	31	0
Field	Reserved	
Reset	0x0000_0000	
R/W	R/W	
Addr	DEU 0x0A014	

Figure 5-12. DEU Data Size Register

5.2.5 DEU Reset Control Register

This register, shown in Figure 5-13, allows 3 levels reset of just DEU, as defined by the 3 self-clearing bits:

	31	3	2	1	0
Field	Reserved		RI	MI	SR
Reset	0		0	0	0
R/W	R/W				
Addr	DEU 0x0A018				

	31	0
Field	Reserved	
Reset	0	
R/W	R/W	
Addr	DEU 0x0A01C	

Figure 5-13. DEU Reset Control Register

Table 5-8 describes DEU Reset Control Register signals.

Table 5-8. DEU Reset Control Register Signals

Bits	Signals	Description
31:3	—	Reserved
2	Reset Interrupt	Writing this bit active high causes DEU interrupts signalling DONE and ERROR to be reset. It further resets the state of the DEU Interrupt Status Register. 0 Don't reset 1 Reset interrupt logic

Table 5-8. DEU Reset Control Register Signals

Bits	Signals	Description
1	Module_Init	Module initialization is nearly the same as Software Reset, except that the Interrupt Control register remains unchanged. This module initialization includes execution of an initialization routine, completion of which is indicated by the RESET_DONE bit in the DEU Status Register 0 Don't reset 1 Reset most of DEU
0	SW_RESET	Software Reset is functionally equivalent to hardware reset (the RESET# pin), but only for DEU. All registers and internal state are returned to their defined reset state. Upon negation of SW_RESET, the DEU will enter a routine to perform proper initialization of the parameter memories. The RESET_DONE bit in the DEU Status Register will indicate when this initialization routine is complete 0 Don't reset 1 Full DEU reset

5.2.6 DEU Status Register

This status register, displayed in Figure 5-14, contains 6 bits which reflect the state of DEU internal signals.

The DEU Status Register is read-only. Writing to this location will result in address error being reflected in the DEU interrupt status register.

	31–6	5	4	3	2	1	0
Field	Reserved	Halt	IFW	OFR	IE	ID	RD
Reset	0	0	0	0	0	0	0
R/W	R						
Addr	DEU 0x0A028						

	31–0
Field	Reserved
Reset	0
R/W	R
Addr	DEU 0x0A02C

Figure 5-14. DEU Status Register

Table 5-3 describes the DEU Status Register's signals.

Table 5-9. DEU Status Register Signals

Bits	Name	Description
31:6	----	Reserved
5	Halt	Halt- Indicates that the DEU has halted due to an error. 0 DEU not halted 1 DEU halted Note: Because the error causing the DEU to stop operating may be masked to the Interrupt Status Register, the Status Register is used to provide a second source of information regarding errors preventing normal operation.
4	IFW	Input FIFO Writable- The Controller uses this signal to determine if the DEU can accept the next BURST SIZE block of data. 0 DEU Input FIFO not ready 1 DEU Input FIFO ready **Note:** The MPC184 implements flow control to allow larger than FIFO sized blocks of data to be processed with a single key/IV. The DEU signals to the crypto-channel that a “Burst Size” amount of space is available in the FIFO. The documentation of this bit in the DEU Status Register is to avoid confusing a user who may read this register in debug mode.
3	OFR	Output FIFO Readable- The Controller uses this signal to determine if the DEU can source the next BURST SIZE block of data. 0 DEU Output FIFO not ready 1 DEU Output FIFO ready **Note:** The MPC184 implements flow control to allow larger than FIFO sized blocks of data to be processed with a single key/IV. The DEU signals to the crypto-channel that a “Burst Size” amount of data is available in the FIFO. The documentation of this bit in the DEU Status Register is to avoid confusing a user who may read this register in debug mode.
2	Interrupt_Error	This status bit reflects the state of the ERROR interrupt signal, as sampled by the Controller Interrupt Status Register (Section 8.1.4, “Interrupt Status Registers (ISR)”). 0 DEU is not signaling error 1 DEU is signaling error
1	Interrupt_Done	This status bit reflects the state of the DONE interrupt signal, as sampled by the Controller Interrupt Status Register (Section 8.1.4, “Interrupt Status Registers (ISR)”). 0 DEU is not signaling done 1 DEU is signaling done
0	Reset_Done	This status bit, when high, indicates that DEU has completed its reset sequence, as reflected in the signal sampled by the appropriate crypto-channel. 0 Reset in progress 1 Reset done

5.2.7 DEU Interrupt Status Register

The DEU Interrupt Status Register, shown in Figure 5-15, tracks the state of possible errors, if those errors are not masked, via the DEU interrupt control register. The definition of each bit in the interrupt status register is:

	31	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Field	Reserved		KPE	IE	ERE	CE	KSE	DSE	ME	AE	OFE	IFE	--	IFO	OFU	--
Reset	0															
R/W	R															
Addr	DEU 0x0A030															

	31	0
Field	Reserved	
Reset	0	
R/W	R	
Addr	DEU 0x0A034	

Figure 5-15. DEU Interrupt Status Register

Table 5-10 describes DEU Interrupt Register signals.

Table 5-10. DEU Interrupt Status Register Signals

Bits	Signal	Description
31:14	—	Reserved
13	Key Parity Error	Defined parity bits in the keys written to the key registers did not reflect odd parity correctly. (Note that key register 2 and key register 3 are checked for parity only if the appropriate DEU mode register bit indicates triple DES. Also, key register 3 is checked only if key size reg = 24. Key register 2 is checked only if key size reg = 16 or 24.) 0 No error detected 1 Key parity error
12	Internal Error	An internal processing error was detected while performing encryption. 0 No error detected 1 Internal error **Note:** This bit will be asserted any time an enabled error condition occurs and can only be cleared by setting the corresponding bit in the Interrupt Control Register or by resetting the DEU.
11	Early Read Error	The DEU IV register was read while the DEU was performing encryption. 0 No error detected 1 Early read error
10	Context Error	A DEU Key register, the key size register, the data size register, the mode register, or IV register was modified while DEU was performing encryption. 0 No error detected 1 Context error
9	Key Size Error	An inappropriate value (8 being appropriate for single DES, and 16 and 24 being appropriate for triple DES) was written to the DEU key size register 0 No error detected 1 Key size error
8	Data Size Error	Data Size Error (DSE): A value was written to the DEU Data Size Register that is not a multiple of 64 bits. 0 No error detected 1 Data size error

Table 5-10. DEU Interrupt Status Register Signals (continued)

Bits	Signal	Description
7	Mode Error	An illegal value was detected in the mode register. Note: writing to reserved bits in mode register is likely source of error. 0 No error detected 1 Mode error
6	Address Error	An illegal read or write address was detected within the DEU address space. 0 No error detected 1 Address error
5	Output FIFO Error	The DEU output FIFO was detected non-empty upon write of DEU data size register. 0 No error detected 1 Output FIFO non-empty error
4	Input FIFO Error	The DEU input FIFO was detected non-empty upon generation of DONE interrupt. 0 No error detected 1 Input FIFO non-empty error
3	—	Reserved
2	Input FIFO Overflow	The DEU input FIFO has been pushed while full. 0 No error detected 1 Input FIFO has overflowed **Note:** When operating as a master, the MPC184 implements flow-control, and FIFO size is not a limit to data input. When operated as a target, the MPC184 cannot accept FIFO inputs larger than 512B without overflowing.
1	Output FIFO Underflow	The DEU output FIFO has been read while empty. 0 No error detected 1 Output FIFO has underflow error

5.2.8 DEU Interrupt Control Register

The interrupt control register controls the result of detected errors. For a given error (as defined in Section 5.2.7, “DEU Interrupt Status Register”), if the corresponding bit in this register is set, then the error is ignored; no error interrupt occurs and the interrupt status register is not updated to reflect the error. If the corresponding bit is not set, then upon detection of an error, the interrupt status register is updated to reflect the error, causing assertion of the error interrupt signal, and causing the module to halt processing.

	31	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Field	Reserved		KPE	IE	ERE	CE	KSE	DSE	ME	AE	OFE	IFE	--	IFO	OFU	--
Reset	0															
R/W	R/W															
Addr	DEU 0x0A038															

	31	0
Field	Reserved	
Reset	0	
R/W	R/W	
Addr	DEU 0x0A03C	

Figure 5-16. DEU Interrupt Control Register

Table 5-11. DEU Interrupt Control Register Signals

Bits	Signal	Description
31:14	—	Reserved
13	Key Parity Error	The defined parity bits in the keys written to the key registers did not reflect odd parity correctly. (Note that key register 2 and key register 3 are only checked for parity if the appropriate DEU mode register bit indicates triple DES. 0 Key parity enabled 1 Key parity error disabled
12	Internal Error	An internal processing error was detected while performing encryption. 0 Internal error enabled 1 Internal error disabled
11	Early Read Error	The DEU IV Register was read while the DEU was performing encryption. 0 Early read error enabled 1 Early read error disabled
10	Context Error	A DEU key register, the key size register, the data size register, the mode register, or IV register was modified while DEU was performing encryption. 0 Context error enabled 1 Context error disabled
9	Key Size Error	An inappropriate value (8 being appropriate for single DES, and 16 and 24 being appropriate for Triple DES) was written to the DEU key size register 0 Key size error enabled 1 Key size error disabled
8	Data Size Error	Data Size Error (DSE): A value was written to the DEU Data Size Register that is not a multiple of 8 bytes. 0 Data Size error enabled 1 Data size error disabled
7	Mode Error	An illegal value was detected in the mode register. 0 Mode error enabled 1 Mode error disabled

Table 5-11. DEU Interrupt Control Register Signals (continued)

Bits	Signal	Description
6	Address Error	An illegal read or write address was detected within the DEU address space. 0 Address error enabled 1 Address error disabled
5	Output FIFO Error	The DEU Output FIFO was detected non-empty upon write of DEU data size register 0 Output FIFO non-empty error enabled 1 Output FIFO non-empty error disabled
4	Input FIFO Error	The DEU Input FIFO was detected non-empty upon generation of done interrupt 0 Input FIFO non-empty error enabled 1 Input FIFO non-empty error disabled
3	—	Reserved
2	Input FIFO Overflow	The DEU Input FIFO has been pushed while full. 0 Input FIFO overflow error enabled 1 Input FIFO overflow error disabled **Note:** When operating as a master, the MPC184 implements flow-control, and FIFO size is not a limit to data input. When operated as a target, the MPC184 cannot accept FIFO inputs larger than 512B without overflowing.
1	Output FIFO Underflow	The DEU Output FIFO has been read while empty. 0 Output FIFO underflow error enabled 1 Output FIFO underflow error disabled

5.2.9 DEU EU_GO Register

The EU_GO register in the DEU is used to indicate a DES operation may be completed. After the final message block is written to the input FIFO, the EU-GO register must be written. The value in the data size register will be used to determine how many bits of the final message block (always 64) will be processed. Note that this register has no data size, and during the write operation, the host data bus is not read. Hence, any data value is accepted. Normally, a write operation with a zero data value is performed. Moreover, no read operation from this register is meaningful, but no error is generated, and a zero value is always returned. Writing to this register is merely a trigger causing the DEU to process the final block of a message, allowing it to signal DONE.

The DEU EU_GO Register is only used when the MPC184 is operated as a target. The descriptors and crypto-channel activate the DEU (via an internally generated write to the EU_Go register) when the MPC184 acts as an initiator.

	31 … 0
Field	DEU EU_GO
Reset	0
R/W	W
Addr	DEU 0x0A050

Figure 5-17. DEU EU_GO Register

5.2.10 DEU IV Register

For CBC mode, the initialization vector is written to and read from the DEU IV Register. The value of this register changes as a result of the encryption process and reflects the context of DEU. Reading this memory location while the module is processing data generates an error interrupt.

5.2.11 DEU Key Registers

The DEU uses three write-only key registers to perform encryption and decryption. In Single DES mode, only key register 1 may be written. The value written to key register 1 is simultaneously written to key register 3, auto-enabling the DEU for 112-bit Triple DES if the key size register indicates 2 key 3DES is to be performed (key size = 16 bytes). To operate in 168-bit Triple DES, key register 1 must be written first, followed by the write of key register 2, the key register 3.

Reading any of these memory locations will generate an address error interrupt.

5.2.12 DEU FIFOs

DEU uses an input FIFO/output FIFO pair to hold data before and after the encryption process. These FIFOs are multiply addressable, but those multiple addresses point only to the appropriate end of the appropriate FIFO. A write to anywhere in the DEU FIFO address space causes the 32-bit-word to be pushed onto the DEU input FIFO, and a read from anywhere in the DEU FIFO Address space causes a 32-bit-word to be popped off of the DEU output FIFO. Overflows and underflows caused by reading or writing the DEU FIFOs are reflected in the DEU interrupt status register.

5.3 ARC Four Execution Unit (AFEU)

This section contains details about the ARC Four Execution Unit (AFEU), including detailed register map, modes of operation, status and control registers, S-box memory, and FIFOs.

5.3.1 AFEU Register Map

The registers used in the AFEU are documented primarily for debug and target mode operations. If the MPC184 requires the use of the AFEU when acting as an initiator, accessing these registers directly is unnecessary. The device drivers and the on-chip controller will abstract register level access from the user. The AFEU contains the following registers:

- AFEU Mode Register
- Key Size Register
- Data Size Register
- Reset Control Register

- Status Register
- Interrupt Status Register
- Interrupt Control Register
- End Of Message Register
- Context Memory
- Context Pointer Register
- Key Registers
- FIFO

5.3.2 AFEU Mode Register

Shown in Figure 5-18, the AFEU Mode Register contains three bits which are used to program the AFEU. It also reflects the value of burst size, which is loaded by the crypto-channel during normal operation with the MPC184 as an initiator. Burst size is not relevant to target mode operations, where an external host pushes and pulls data from the execution units.

The mode register is cleared when the AFEU is reset or re-initialized. Setting a reserved mode bit will generate a data error. If the mode register is modified during processing, a context error will be generated.

5.3.2.1 Host-provided Context via Prevent Permute

In the default mode of operation, the host provides the key and key size to the AFEU. The initial memory values in the S-Box are permuted with the key to create new S-Box values, which are used to encrypt the plaintext.

If the ‘Prevent Permute’ mode bit is set, the AFEU will not require a key. Rather, the host will write the context to the AFEU and message processing will occur using the provided context. This mode is used to resume processing of a message using the already permuted S-Box. The context may be written through the FIFO if the ‘context source’ mode bit is set.

5.3.2.2 Dump Context

This mode may be independently specified in addition to host-provided context mode. In this mode, once message processing is complete and the output data is read, the AFEU will make the current context data available for reads via the output FIFO.

NOTE

After the initial key permute to generate a context for an AFEU encrypted session, all subsequent messages will re-use that context, such that it is loaded, modified during the encryption, and unloaded, similar to the use of a CBC initialization vector in DES operations. A new context is generated (via key permute) according to a rekeying interval specified by the security protocol. Context should never be loaded to encrypt a message if a key is loaded and permuted at the same time.

	31 11	10 8	7 3	2	1	0
Field	Reserved	Burst Size	Reserved	CS	DC	PP
Reset	0	0	0	0	0	0
R/W	R/W					
Addr	AFEU 0x08000					

	31 0
Field	Reserved
Reset	0
R/W	R/W
Addr	AFEU 0x08004

Figure 5-18. AFEU Mode Register

Table 5-12 describes AFEU Mode Register signals.

Table 5-12. AFEU Mode Register Signals

Bits	Signal	Description
31:11	—	Reserved
10-8	Burst Size	The MPC184 implements flow control to allow larger than FIFO sized blocks of data to be processed with a single key/context. The AFEU signals to the crypto-channel that a “Burst Size” amount of data is available to be pushed to or pulled from the FIFO. **Note:** The inclusion of this field in the AFEU Mode Register is to avoid confusing a user who may read this register in debug mode. Burst Size should not be written directly to the AFEU.
7:3	—	Reserved
2	Context Source	If Set, this causes the context to be moved from the input FIFO into the S-box prior to starting encryption/decryption. Otherwise, context should be directly written to the context registers. Context Source is only checked if the Prevent Permute bit is set. 0 Context not from FIFO 1 Context from input FIFO

Table 5-12. AFEU Mode Register Signals

Bits	Signal	Description
1	Dump Context	If Set, this causes the context to be moved from the S-box to the output FIFO following assertion AFEU's done interrupt. 0 Do not dump context 1 After cipher, dump context
0	Prevent Permute	Normally, AFEU receives a key and uses that information to randomize the S-box. If reusing a context from a previous descriptor or if in static assignment mode, this bit should be set to prevent AFEU from reperforming this permutation step. 0 Perform S-Box permutation 1 Do not permute

5.3.3 AFEU Key Size Register

As displayed in Figure 5-19, this value (1-16) indicates the number of bytes of key memory that should be used in performing S-box permutation. Any key data beyond the number of bytes in the key size register will be ignored. This register is cleared when the AFEU is reset or re-initialized. If the key size is <1 or > 16 is specified, an key size error will be generated. If the Key Size Register is modified during processing, a context error will be generated.

	31 … 5	4 … 0
Field	Reserved	Key Size
Reset	0x0000_0000	
R/W	R/W	
Addr	AFEU 0x08008	

	31 … 0
Field	Reserved
Reset	0x0000_0000
R/W	R/W
Addr	AFEU 0x0800C

Figure 5-19. AFEU Key Size Register

NOTE

The device driver will create properly formatted descriptors for situations requiring an key permute prior to ciphering. When operating the MPC184 as a target (typically debug mode), the user must set the AFEU Mode Register to perform 'permute with key', then write the key data to AFEU Key Registers, then write the key size to the key size register. The AFEU will start permuting the memory with the contents of the key registers immediately after the key size is written.

5.3.4 AFEU Context/Data Size Register

The AFEU Context/Data Size Register, shown in Figure 5-20, stores the number of bits in the final message block. This register is cleared when the AFEU is reset or re-initialized. The last message block can be between 8 to 64 bits. If a data size that is not a multiple of 8 bits is written, a data size error will be generated.

The context/data size register is also used to specify the context size. The context size is fixed at 2072 bits (259 bytes). When loading context through the FIFO, all context data must be written prior to writing the context data size. The message data size must be written separately.

NOTE

In target mode, when reloading an existing context, the user must write the context to the input FIFO, then write the context size (always 2072 bits, 15:0= 0x0818). The write of the context size indicates to the MPC184 that all context has been loaded. The user then writes the message data size to the context/data size register. After this write, the user may begin writing message data to the FIFO.

Writing to this register signals the AFEU to start processing data from the input FIFO as soon as it is available. If the value of data size is modified during processing, a context error will be generated.

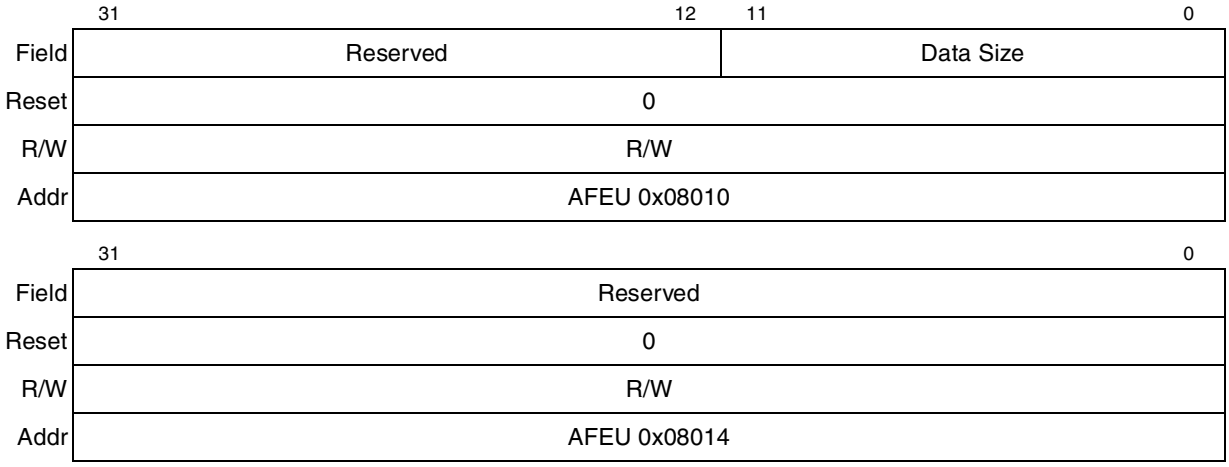


Figure 5-20. AFEU Data Size Register

5.3.5 AFEU Reset Control Register

This register, as shown in Figure 5-21, allows 3 levels reset that effect the AFEU only, as defined by 3 self-clearing bits. It should be noted that the AFEU executes an internal reset sequence for hardware reset, SW_RESET, or Module Init, which performs proper initialization of the S-Box. To determine when this is complete, observe the RESET_DONE bit in the AFEU Status Register.

	31 … 3	2	1	0
Field	RESERVED	RI	MI	SR
Reset	0	0	0	0
R/W	R/W			
Addr	AFEU 0x08018			

	31 … 0
Field	RESERVED
Reset	0
R/W	R/W
Addr	AFEU 0x0801C

Figure 5-21. AFEU Reset Control Register

Table 5-13 describes AFEU Reset Control Register signals.

Table 5-13. AFEU Reset Control Register Signals

Bits	Signal	Description
31:3	—	Reserved
2	Reset Interrupt	Writing this bit active high causes AFEU interrupts signalling DONE and ERROR to be reset. It further resets the state of the AFEU interrupt status register. 0 Do not reset 1 Reset interrupt logic
1	Module Init	Module initialization is nearly the same as software reset, except that the interrupt control register remains unchanged. 0 Do not reset 1 Reset most of AFEU
0	SW_Reset	Software Reset is functionally equivalent to hardware reset (the RESET# pin), but only for AFEU. All registers and internal state are returned to their defined reset state. On negation of SW_RESET, the AFEU will enter a routine to perform proper initialization of the S-Box. 0 Do not reset 1 Full AFEU reset

5.3.6 AFEU Status Register

This status register, shown in Figure 5-22, contains 6 bits which reflect the state of the AFEU internal signals.

The AFEU Status Register is read-only. Writing to this location will result in address error being reflected in the AFEU interrupt status register.

	31 … 6	5	4	3	2	1	0
Field	Reserved	Halt	IFW	OFR	IE	ID	RD
Reset	0						
R/W	R						
Addr	AFEU 0x08028						

	31 … 0
Field	Reserved
Reset	0
R/W	R
Addr	AFEU 0x0802C

Figure 5-22. AFEU Status Register

Table 5-14 describes AFEU Status Register signals.

Table 5-14. AFEU Status Register Signals

Bits	Signal	Description
31:6	—	Reserved
5	Halt	Halt- Indicates that the AFEU has halted due to an error. 0 AFEU not halted 1 AFEU halted **Note:** Because the error causing the AFEU to stop operating may be masked to the Interrupt Status Register, the Status Register is used to provide a second source of information regarding errors preventing normal operation.
4	IFW	Input FIFO Writable- The Controller uses this signal to determine if the AFEU can accept the next BURST SIZE block of data. 0 AFEU Input FIFO not ready 1 AFEU Input FIFO ready **Note:** The MPC184 implements flow control to allow larger than FIFO sized blocks of data to be processed with a single key/IV. The AFEU signals to the crypto-channel that a “Burst Size” amount of space is available in the FIFO. The documentation of this bit in the AFEU Status Register is to avoid confusing a user who may read this register in debug mode.
3	OFR	Output FIFO Readable- The Controller uses this signal to determine if the AFEU can source the next BURST SIZE block of data. 0 AFEU Output FIFO not ready 1 AFEU Output FIFO ready **Note:** The MPC184 implements flow control to allow larger than FIFO sized blocks of data to be processed with a single key/IV. The AFEU signals to the crypto-channel that a “Burst Size” amount of data is available in the FIFO. The documentation of this bit in the AFEU Status Register is to avoid confusing a user who may read this register in debug mode.
2	Interrupt_Error	This status bit reflects the state of the ERROR interrupt signal, as sampled by the Controller Interrupt Status Register (Section 8.1.4, “Interrupt Status Registers (ISR)”). 0 AFEU is not signaling error 1 AFEU is signaling error

Table 5-14. AFEU Status Register Signals (continued)

Bits	Signal	Description
1	Interrupt_Done	This status bit reflects the state of the DONE interrupt signal, as sampled by the Controller Interrupt Status Register (Section 8.1.4, “Interrupt Status Registers (ISR)”). 0 AFEU is not signaling done 1 AFEU is signaling done
0	Reset_Done	This status bit, when high, indicates that AFEU has completed its reset sequence, as reflected in the signal sampled by the appropriate crypto-channel. 0 Reset in progress 1 Reset done

5.3.7 AFEU Interrupt Status Register

The interrupt status register, seen in Figure 5-23, tracks the state of possible errors, if those errors are not masked, via the AFEU Interrupt Control Register. The definition of each bit in the interrupt status register is:

	31 … 13	12	11	10	9	8	7	6	5	4	3	2	1	0
Field	Reserved	IE	ERE	CE	KSE	DSE	ME	AE	OFE	IFE	--	IFO	OFU	----
Reset	0													
R/W	R													
Addr	AFEU 0x08030													

	31 … 0
Field	Reserved
Reset	0
R/W	R
Addr	AFEU 0x08034

Figure 5-23. AFEU Interrupt Status Register

Table 5-15 describes AFEU Interrupt Status Register signals.

Table 5-15. AFEU Interrupt Status Register

Bits	Signals	Description
31:13	—	Reserved
12	Internal Error	An internal processing error was detected while performing encryption. 0 No error detected 1 Internal error
11	Early Read Error	Early Read Error- the AFEU Context Memory or Control was read while the AFEU was performing encryption. 0 No error detected 1 Early read error

Table 5-15. AFEU Interrupt Status Register (continued)

Bits	Signals	Description
10	Context Error	The AFEU mode register, key register, key size register, data size register, or context memory is modified while AFEU processes data. 0 No error detected 1 Context error
9	Key Size Error	A value outside the bounds 1 - 16 bytes was written to the AFEU key size register 0 No error detected 1 Key size error
8	Data Size Error	An inconsistent value (not a multiple of 8 bits, or larger than 64 bits) was written to the AFEU Data Size Register: 0 No error detected 1 Data size error
7	Mode Error	An illegal value was detected in the mode register. Note: writing to reserved bits in mode register is likely source of error. 0 No error detected 1 Mode error
6	Address Error	An illegal read or write address was detected within the AFEU address space. 0 No error detected 1 Address error
5	Output FIFO Error	The AFEU output FIFO was detected non-empty upon write of AFEU data size register. 0 No error detected 1 Output FIFO non-empty error
4	Input FIFO Error	The AFEU Input FIFO was detected non-empty upon generation of done interrupt 0 Input FIFO non-empty error enabled 1 Input FIFO non-empty error disabled
3	—	Reserved
2	Input FIFO Overflow	The AFEU input FIFO has been pushed while full. 1 Input FIFO has overflowed 0 No error detected **Note:** When operating as a master, the MPC184 implements flow-control, and FIFO size is not a limit to data input. When operated as a target, the MPC184 cannot accept FIFO inputs larger than 512B without overflowing.
1	Output FIFO Underflow	The AFEU output FIFO has been read while empty. 0 No error detected 1 Output FIFO has underflow error
0	—	Reserved

5.3.8 AFEU Interrupt Control Register

The interrupt control register, shown in Figure 5-24, controls the result of detected errors. For a given error (as defined in Section 5.3.7, “AFEU Interrupt Status Register”), if the corresponding bit in this register is set, the error is disabled; no error interrupt occurs and the interrupt status register is not updated to reflect the error. If the corresponding bit is not set, then upon detection of an error, the interrupt status register is updated to reflect the error, causing assertion of the error interrupt signal, and causing the module to halt processing.

	31 13	12	11	10	9	8	7	6	5	4	3	2	1	0
Field	Reserved	IE	ERE	CE	KSE	DSE	ME	AE	OFE	IFE	--	IFO	OFU	----
Reset	0													
R/W	R/W													
Addr	AFEU 0x08038													

	31 0
Field	Reserved
Reset	0
R/W	R/W
Addr	AFEU 0x0803C

Figure 5-24. AFEU Interrupt Control Register

Table 5-16 describes AFEU Interrupt Control Register signals.

Table 5-16. AFEU Interrupt Control Register

Bits	Signals	Description
31:13	—	Reserved
12	Internal Error	An internal processing error was detected while performing encryption. 0 Internal error enabled 1 Internal error disabled
11	Early Read Error	The AFEU Register was read while the AFEU was performing encryption. 0 Early read error enabled 1 Early read error disabled
10	Context Error	An AFEU key register, the key size register, the data size register, the mode register, or context memory was modified while AFEU was performing encryption. 0 Context error enabled 1 Context error disabled
9	Key Size Error	A value outside the bounds 1 - 16 bytes was written to the AFEU key size register 0 Key size error enabled 1 Key size error disabled
8	Data Size Error	An inconsistent value was written to the AFEU Data Size Register: 0 Data Size error enabled 1 Data size error disabled
7	Mode Error	An illegal value was detected in the mode register. 0 Mode error enabled 1 Mode error disabled
6	Address Error	An illegal read or write address was detected within the AFEU address space. 0 Address error enabled 1 Address error disabled
5	Output FIFO Error	The AFEU Output FIFO was detected non-empty upon write of AFEU data size register 0 Output FIFO non-empty error enabled 1 Output FIFO non-empty error disabled

Table 5-16. AFEU Interrupt Control Register (continued)

Bits	Signals	Description
4	Input FIFO Error	The AFEU input FIFO was detected non-empty upon generation of done interrupt. 0 Input FIFO non-empty error enabled 1 Input FIFO non-empty error disabled
3	—	Reserved
2	Input FIFO Overflow	The AFEU Input FIFO has been pushed while full. 0 Input FIFO overflow error enabled 1 Input FIFO overflow error disabled
1	Output FIFO Underflow	The AFEU Output FIFO has been read while empty. 0 Output FIFO underflow error enabled 1 Output FIFO underflow error disabled
0	—	Reserved

5.3.9 AFEU End of Message Register

The end of message register in the AFEU, displayed in Figure 5-25, is used to indicate an ARC-4 operation may be completed. After the final message block is written to the input FIFO, the end of message register must be written. The value in the data size register will be used to determine how many bits of the final message block (8-64, in multiples of 8) will be processed. Writing to this register causes the AFEU to process the final block of a message, allowing it to signal DONE. If the ‘dump context’ bit in the AFEU Mode Register is set, the context will be written to the output FIFO following the last message word. A read of this register will always return a zero value.

The AFEU End Of Message Register is only used when the MPC184 is operated as a target. The descriptors and crypto-channel activate the AFEU (via an internally generated write to the end of message register) when the MPC184 acts as an initiator.

	31 … 0
Field	AFEU End of Message
Reset	0
R/W	W
Addr	AFEU 0x08050

Figure 5-25. AFEU End of Message Register

5.3.10 AFEU Context

This section provides additional information about the AFEU context memory and its related pointer register.

5.3.10.1 AFEU Context Memory

The S-Box memory consists of 64 32-bit words, each readable and writable. The S-Box contents should not be written with data unless it was previously read from the S-Box. Context data may only be written if the ‘prevent permutation’ mode bit is set (see Figure 5-18 on page 5-24) and the context data must be written prior to the message data. If the context registers are written during message processing or the ‘prevent permutation’ bit is not set, a context error will be generated. Reading this memory while the module is not done will generate an error interrupt.

5.3.10.2 AFEU Context Memory Pointer Register

The context memory pointer register holds the internal context pointers that are updated with each byte of message processed. These pointers correspond to the values of I, J, and Sbox[I+1] in the ARC-4 algorithm. If this register is written during message processing, a context error will be generated.

When performing ARC-4 operations, the user has the option of performing a new S-Box permutation per packet, or unloading the contents of the S-box (context) and reloading this context prior to processing of the next packet. The S-Box contents (256bytes) plus the 3 bytes of the context memory pointets are unloaded and reloaded via the AFEU FIFOs.

AFEU Context consists of the contents of the S-Box, as well as three counter values, which indicate the next values to be used from the S-Box. Context must be loaded in the same order in which it was unloaded.

5.3.11 AFEU Key Registers

AFEU uses two write-only key registers to guide initial permutation of the AFEU S-Box, in conjunction with the AFEU key size register. AFEU performs permutation starting with the first byte of key register 0, and uses as many bytes from the two key registers as necessary to complete the permutation. Reading either of these memory locations will generate an address error interrupt.

5.3.12 AFEU FIFOs

AFEU uses an input FIFO/output FIFO pair to hold data before and after the encryption process. These FIFOs are multiply addressable, but those multiple addresses point only to the appropriate end of the appropriate FIFO. A write to anywhere in the AFEU FIFO address space causes the 32-bit-word to be pushed onto the AFEU input FIFO, and a read from anywhere in the AFEU FIFO Address space causes a 32-bit-word to be popped off of the AFEU output FIFO. Overflows and underflows caused by reading or writing the AFEU FIFOs are reflected in the AFEU interrupt status register.

5.4 Message Digest Execution Units (MDEU)

This section contains details about the Message Digest Execution Units (MDEU), including detailed register map, modes of operation, status and control registers, and FIFOs.

5.4.1 MDEU Register Map

The registers used in the MDEU are documented primarily for debug and target mode operations. If the MPC184 requires the use of the MDEU when acting as an initiator, accessing these registers directly is unnecessary. The device drivers and the on-chip controller will abstract register level access from the user. The MDEU contains the following registers:

- MDEU Mode Register
- Key Size Register
- Data Size Register
- Reset Control Register
- Status Register
- Interrupt Status Register
- Interrupt Control Register
- “Go” Register
- Context Registers
- Key Registers
- MDEU Input FIFO

5.4.2 MDEU Mode Register

The MDEU Mode Register, shown in Figure 5-26, contains 8 bits which are used to program the MDEU. It also reflects the value of burst size, which is loaded by the crypto-channel during normal operation with the MPC184 as an initiator. Burst size is not relevant to target mode operations, where an external host pushes and pulls data from the execution units.

The mode register is cleared when the MDEU is reset or re-initialized. Setting a reserved mode bit will generate a data error. If the mode register is modified during processing, a context error will be generated.

	31 11	10 8	7	6 5	4	3	2	1 0
Field	Reserved	Burst Size	Cont	--	INT	HMAC	PD	ALG
Reset	0							
R/W	R/W							
Addr	MDEU 0x0C000							

	31 0
Field	Reserved
Reset	0
R/W	R/W
Addr	MDEU 0x0C004

Figure 5-26. MDEU Mode Register

Table 5-17 describes MDEU Mode Register signals.

Table 5-17. MDEU Mode Register

Bits	Signal	Description
31:11	---	Reserved
10:8	Burst Size	The MPC184 implements flow control to allow larger than FIFO sized blocks of data to be processed with a single key/context. The MDEU signals to the crypto-channel that a “Burst Size” amount of data is available to be pushed to the FIFO. **Note:** The inclusion of this field in the MDEU Mode Register is to avoid confusing a user who may read this register in debug mode. Burst Size should not be written directly to the MDEU.
7	Cont	Continue (Cont): Used during HMAC/HASH processing when the data to be hashed is spread across multiple descriptors. 0 = Don’t Continue- operate the MDEU in auto completion mode. 1 = Preserve context to operate the MDEU in Continuation mode.
6:5	—	Reserved
4	INT	Initialization Bit (INT): Cause an algorithm-specific initialization of the digest registers. Most operations will require this bit to be set. Only static operations that are continuing from a know intermediate hash value would not initialize the registers. 0 Do not initialize 1 Initialize the selected algorithm’s starting registers
3	HMAC	Identifies the hash operation to execute: 0 Perform standard hash 1 Perform HMAC operation. This requires a key and key length information.

Table 5-17. MDEU Mode Register (continued)

Bits	Signal	Description
2	PD	If set, configures the MDEU to automatically pad partial message blocks. 0 Do not autopad 1 Perform automatic message padding whenever an incomplete message block is detected.
1:0	ALG	Message Digest algorithm selection 00 = SHA-160 algorithm (full name for SHA-1) 01 = SHA-256 algorithm 10 = MD5 algorithm 11 = Reserved

5.4.2.1 Recommended settings for MDEU Mode Register

The most common task likely to be executed via the MDEU is HMAC generation. HMACs are used to provide message integrity within a number of security protocols, including IPSec, and SSL/TLS. When the HMAC is being generated by a single dynamic descriptor (the MDEU acting as sole or secondary EU), the following Mode Register bit settings should be used:

Continue-Off, Initialize-On, HMAC-On, Autopad-On

When the HMAC is being generated for a message that is spread across a chain of static descriptors, the following Mode Register bit settings should be used:

First Descriptor:

Continue-On, Initialize-On, HMAC-On, Autopad-Off

Middle Descriptor(s):

Continue-On, Initialize-Off, HMAC-Off, Autopad-Off

Final Descriptor

Continue-Off, Initialize-Off, HMAC-On, Autopad-On

Additional information on descriptors can be found in Chapter 6.

5.4.3 MDEU Key Size Register

Displayed in Figure 5-27, this value indicates the number of bits of key memory that should be used in HMAC generation. MDEU supports at most 512 bits of key. MDEU will generate a key size error if the value written to this register exceeds 512 bits, or if a non-zero value is written when the MDEU Mode Register indicates no HMAC.

	31 … 7	6 … 0
Field	Reserved	Key Size
Reset	0	
R/W	R/W	
Addr	MDEU 0x0C008	

	31 … 0
Field	Reserved
Reset	0
R/W	R/W
Addr	MDEU 0x0C00C

Figure 5-27. MDEU Key Size Register

5.4.4 MDEU Data Size Register

The MDEU Data Size Register, shown in Figure 5-28, stores the size of the last block of data (in bits) to be processed. The first three bits are used to check for a bit offset in the last byte of the message. Since the engine does not support bit offsets, any value other than ‘0’ in these positions will cause a data size error. The next three bits are used to identify the ending byte location in the last 8-byte dword. This is used to add the data padding when auto padding is selected. This register is cleared when the MDEU is reset, re-initialized, and at the end of processing the complete message.

NOTE

Writing to the data size register will allow the MDEU to enter auto-start mode. Therefore, the required context data should be written prior to writing the data size.

	31 … 6	5 … 0
Field	Reserved	Data Size
Reset	0	
R/W	R/W	
Addr	MDEU 0x0C010	

	31 … 0
Field	Reserved
Reset	0
R/W	R/W
Addr	MDEU 0x0C014

Figure 5-28. MDEU Data Size Register

5.4.5 MDEU Reset Control Register

This register, shown in Figure 5-29, allows 3 levels reset of just the MDEU, as defined by the 3 self-clearing bits:

	31 … 3	2	1	0
Field	RESERVED	RI	MI	SR
Reset	0	0	0	0
R/W	R/W			
Addr	MDEU 0x0C018			

	31 … 0
Field	RESERVED
Reset	0
R/W	R/W
Addr	MDEU 0x0C01C

Figure 5-29. MDEU Reset Control Register

Table 5-18 describes MDEU Reset Control Register signals.

Table 5-18. MDEU Reset Control Register Signal

Bits	Signal	Description
31:3	—	Reserved
2	Reset Interrupt	Writing this bit active high causes MDEU interrupts signalling DONE and ERROR to be reset. It further resets the state of the MDEU Interrupt Status Register. 0 No reset 1 Reset interrupt logic
1	Module Init	Module initialization is nearly the same as software reset, except that the MDEU Interrupt Control Register remains unchanged. 0 No reset 1 Reset most of MDEU
0	SW_RESET	Software reset is functionally equivalent to hardware reset (the RESET# pin), but only for the MDEU. All registers and internal state are returned to their defined reset state. 0 No reset 1 Full MDEU reset

5.4.6 MDEU Status Register

This status register, as seen in Figure 5-30, contains 5 bits which reflect the state of the MDEU internal signals.

The MDEU Status Register is read-only. Writing to this location will result in address error being reflected in the MDEU Interrupt Status Register.

	31 … 6	5	4	3	2	1	0
Field	Reserved	Halt	IFW	---	IE	ID	RD
Reset	0	0	0	0	0	0	0
R/W	R						
Addr	MDEU 0x0C028						

	31 … 0
Field	Reserved
Reset	0
R/W	R
Addr	MDEU 0x0C02C

Figure 5-30. MDEU Status Register

Table 5-14 describes MDEU Status Register signals.

Table 5-19. MDEU Status Register Signals

Bits	Signal	Description
31:6	—	Reserved
5	Halt	Halt- Indicates that the MDEU has halted due to an error. 0 MDEU not halted 1 MDEU halted **Note:** Because the error causing the MDEU to stop operating may be masked to the Interrupt Status Register, the Status Register is used to provide a second source of information regarding errors preventing normal operation.
4	IFW	Input FIFO Writable- The Controller uses this signal to determine if the MDEU can accept the next BURST SIZE block of data. 0 MDEU Input FIFO not ready 1 MDEU Input FIFO ready **Note:** The MPC184 implements flow control to allow larger than FIFO sized blocks of data to be processed with a single key/IV. The MDEU signals to the crypto-channel that a “Burst Size” amount of space is available in the FIFO. The documentation of this bit in the MDEU Status Register is to avoid confusing a user who may read this register in debug mode.
3	—	Reserved
2	Interrupt_Error	This status bit reflects the state of the ERROR interrupt signal, as sampled by the Controller Interrupt Status Register (Section 8.1.4, “Interrupt Status Registers (ISR)”). 0 MDEU is not signaling error 1 MDEU is signaling error
1	Interrupt_Done	This status bit reflects the state of the DONE interrupt signal, as sampled by the Controller Interrupt Status Register (Section 8.1.4, “Interrupt Status Registers (ISR)”). 0 MDEU is not signaling done 1 MDEU is signaling done
0	Reset_Done	This status bit, when high, indicates that MDEU has completed its reset sequence, as reflected in the signal sampled by the appropriate crypto-channel. 0 Reset in progress 1 Reset done

5.4.7 MDEU Interrupt Status Register

The interrupt status register tracks the state of possible errors, if those errors are not masked, via the MDEU Interrupt Control Register. The definition of each bit in the interrupt status register is shown in Figure 5-31.

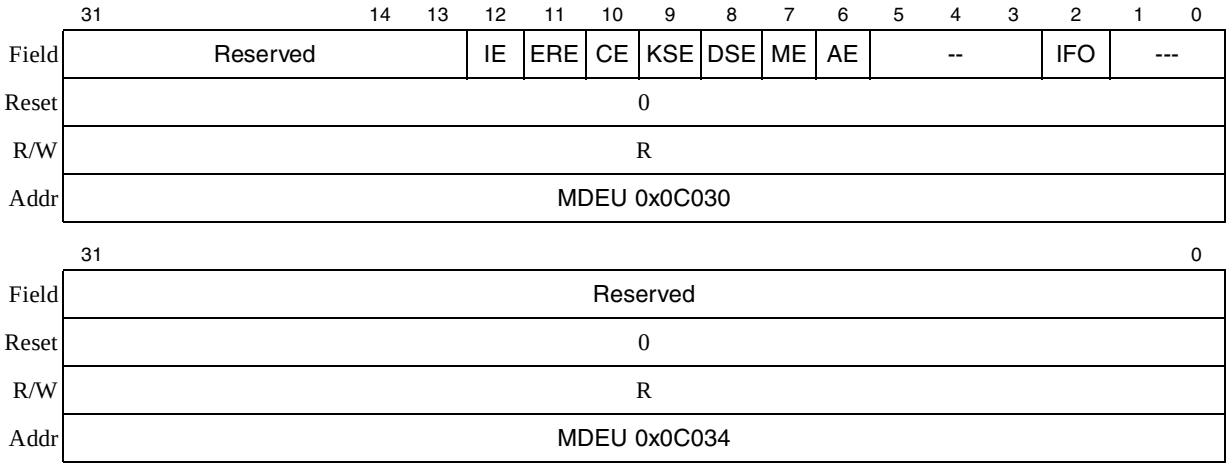


Figure 5-31. MDEU Interrupt Status Register

Table 5-20 describes MDEU Interrupt Status Register signals.

Table 5-20. MDEU Interrupt Status Register Signals

Bits	Signal	Description
31:13	—	Reserved
12	Internal Error	Indicates the MDEU has been locked up and requires a reset before use. 0 No internal error detected 1 Internal error detected **Note:** This bit will be asserted any time an enabled error condition occurs and can only be cleared by setting the corresponding bit in the Error Interrupt Control Register or by resetting the MDEU.
11	Early Read Error	The MDEU context was read before the MDEU completed the hashing operation. 0 No error detected 1 Early read error
10	Context Error	The MDEU key register, key size register, or data size register was modified while MDEU was hashing. 0 No error detected 1 Context error
9	Key Size Error	A value greater than 512 bits was written to the MDEU key size register. 0 No error detected 1 Key size error
8	Data Size Error	A value not a multiple of 512 bits while the MDEU Mode Register autopad bit is negated. 0 No error detected 1 Data size error

Table 5-20. MDEU Interrupt Status Register Signals (continued)

Bits	Signal	Description
7	Mode Error	An illegal value was detected in the mode register. Note: writing to reserved bits in mode register is likely source of error. 0 No error detected 1 Mode error
6	Address Error	An illegal read or write address was detected within the MDEU address space. 0 No error detected 1 Address Error
5:3	—	Reserved
2	Input FIFO Overflow	the MDEU Input FIFO has been pushed while full. 0 No overflow detected 1 Input FIFO has overflowed **Note:** When operating as a master, the MPC184 implements flow-control, and FIFO size is not a limit to data input. When operated as a target, the MPC184 cannot accept FIFO inputs larger than 512B without overflowing.
1:0	—	Reserved

5.4.8 MDEU Interrupt Control Register

The MDEU Interrupt Control Register, shown in Figure 5-32, controls the result of detected errors. For a given error (as defined in Section 5.4.7, “MDEU Interrupt Status Register”), if the corresponding bit in this register is set, then the error is disabled; no error interrupt occurs and the interrupt status register is not updated to reflect the error. If the corresponding bit is not set, then upon detection of an error, the interrupt status register is updated to reflect the error, causing assertion of the error interrupt signal, and causing the module to halt processing.

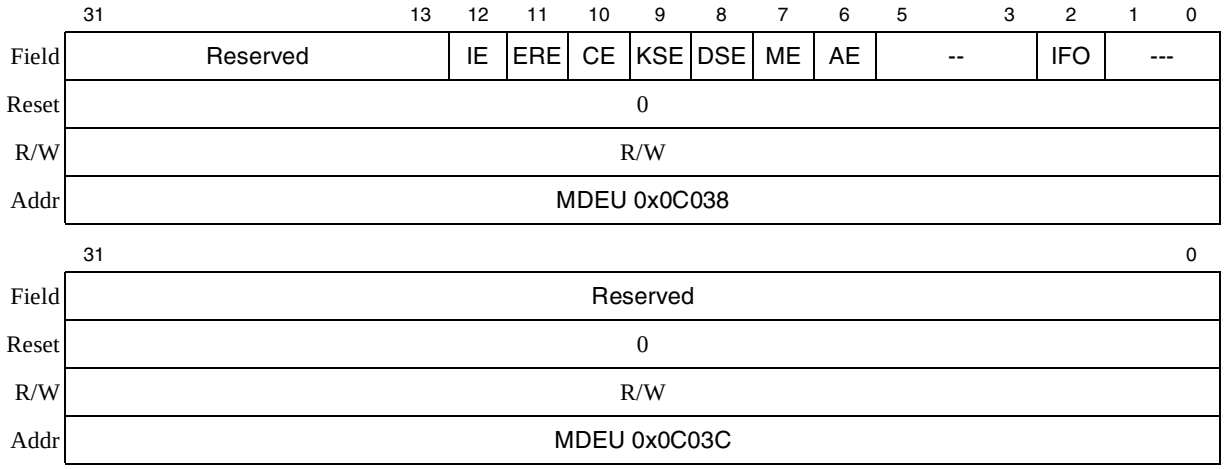


Figure 5-32. MDEU Interrupt Control Register

Table 5-20 describes MDEU Interrupt Status Register signals.

Table 5-21. MDEU Interrupt Control Register Signals

Bits	Signal	Description
31:13	—	Reserved
12	Internal Error	An internal processing error was detected while performing hashing. 0 Internal error enabled 1 Internal error disabled
11	Early Read Error	The MDEU Register was read while the MDEU was performing hashing. 0 Early read error enabled 1 Early read error disabled
10	Context Error	The MDEU key register, the key size register, the data size register, or the mode register, was modified while the MDEU was performing hashing. 0 Context error enabled 1 Context error disabled
9	Key Size Error	A value outside the bounds 512 bits was written to the MDEU key size register 0 Key size error enabled 1 Key size error disabled
8	Data Size Error	An inconsistent value was written to the MDEU Data Size Register: 0 Data Size error enabled 1 Data size error disabled
7	Mode Error	An illegal value was detected in the mode register. 0 Mode error enabled 1 Mode error disabled
6	Address Error	An illegal read or write address was detected within the MDEU address space. 0 Address error enabled 1 Address error disabled
5:3	—	Reserved
2	Input FIFO Overflow	The MDEU Input FIFO has been pushed while full. 0 Input FIFO overflow error enabled 1 Input FIFO overflow error disabled
1:0	—	Reserved

5.4.9 MDEU EU_GO Register

The EU_GO Register in the MDEU, see Figure 5-33, is used to indicate an authentication operation may be completed. After the final message block is written to the input FIFO, the EU-GO Register must be written. The value in the data size register will be used to determine how many bits of the final message block (always 512) will be processed. Note that this register has no data size, and during the write operation, the host data bus is not read. Hence, any data value is accepted. Normally, a write operation with a zero data value is performed. Moreover, no read operation from this register is meaningful, but no error is generated, and a zero value is always returned. Writing to this register is merely a trigger causing the MDEU to process the final block of a message, allowing it to signal DONE.

The DEU EU_GO Register is only used when the MPC184 is operated as a target. The descriptors and crypto-channel activate the MDEU (via an internally generated write to the EU_Go register) when the MPC184 acts as an initiator.

	31	0
Field	MDEU EU_GO	
Reset	0	
R/W	W	
Addr	MDEU 0x0C050	

Figure 5-33. MDEU EU_GO Register

5.4.10 MDEU Context Registers

For MDEU, context consists of the hash plus the message length count as shown in Figure 5-34. Write access to this register block allows continuation of a previous hash. Reading these registers provide the resulting message digest or HMAC, along with an aggregate bitcount.

NOTE

SHA-1and SHA-256 are big endian. MD5 is little endian. The MDEU module internally reverses the endianness of the five registers A, B, C, D, and E upon writing to or reading from the MDEU context if the MDEU mode register indicates MD5 is the hash of choice. Most other endian considerations are performed as 8 byte swaps. In this case, 4-byte endianness swapping is performed within the A, B, C, D, and E fields as individual registers. Reading this memory location while the module is not done will generate an error interrupt.

	31 — 0		31 — 0	
Name	B	Context offset$104	A	Context offset$100
Reset (MD5, SHA-1)	0xEFCDAB89		0x67452301	
Reset (SHA-256)	0xbb67ae85		0x6a09e667	
Name	D	Context offset$10C	C	Context offset$108
Reset (MD5, SHA-1)	0x10325476		0x98badcfe	
Reset (SHA-256)	0xa54ff53a		0x3c6ef372	
Name	F	Context offset$114	E	Context offset$110
Reset (MD5, SHA-1)	0x0		0xc3d2e1f0	
Reset (SHA-256)	0x9b05688c		0x510e527f	
Name	H	Context offset$11C	G	Context offset$118
Reset (MD5, SHA-1)	0x0		0x0	
Reset (SHA-256)	0x5be0cd19		0x1f83d9ab	
Name	Message Length Count			Context offset$120
Reset	0			

Figure 5-34. MDEU Context Registers

5.4.11 MDEU Key Registers

The MDEU maintains sixteen 32-bit registers for writing an HMAC key. The IPAD and OPAD operations are performed automatically on the key data when required. Reading any of these memory locations will generate an address error interrupt.

NOTE

SHA-1 and SHA-256 are big endian. MD5 is little endian. The MDEU module internally reverses the endianness of the key upon writing to or reading from the MDEU key registers if the MDEU mode register indicates MD5 is the hash of choice.

5.4.12 MDEU FIFOs

MDEU uses an input FIFO to hold data to be hashed. The input FIFO is multiply addressable, but those multiple addresses point only to the write (push) end of the FIFO. A write to anywhere in the MDEU FIFO address space causes the 32-bit-words to be pushed onto the MDEU input FIFO, and a read from anywhere in the MDEU FIFO address space causes the address error bit of the interrupt status register to be set.

NOTE

SHA-1 and SHA-256 are big endian. MD5 is little endian. The MDEU module internally reverses the endianness of the key upon writing to or reading from the MDEU key registers if the MDEU mode register indicates MD5 is the hash of choice.

5.5 Random Number Generator (RNG)

This section contains details about the Random Number Generator (RNG), including detailed register map, modes of operation, status and control registers, and FIFOs.

5.5.1 Overview

The RNG is an execution unit capable of generating 32-bit random numbers. It is designed to comply with the FIPS-140 standard for randomness and non-determinism. A linear feedback shift register (LSFR) and cellular automata shift register (CASR) are operated in parallel to generate pseudo-random data.

5.5.2 Functional Description

The RNG consists of six major functional blocks:

- Bus interface unit (BIU)
- Linear feedback shift register (LFSR)
- Cellular automata shift register (CASR)
- Clock controller
- Two ring oscillators

The states of the LFSR and CASR are advanced at unknown frequencies determined by the two ring oscillator clocks and the clock control. When a read is performed, the oscillator clocks are halted and a collection of bits from the LFSR and CASR are XORed together to obtain the 64-bit random output.

5.5.3 RNG Register Map

The registers used in the MDEU are documented primarily for debug and target mode operations. If the MPC184 requires the use of the MDEU when acting as an initiator, accessing these registers directly is unnecessary. The device drivers and the on-chip controller will abstract register level access from the user.

The single RNG contains the following registers:

- RNG mode register
- Data size register
- Reset control register
- Status register
- Interrupt status register
- Interrupt control register
- RNG output FIFO

5.5.4 RNG Mode Register

The RNG Mode Register is used to control the RNG. One operational mode, randomizing, is defined. Writing any other value than 0 to 7:0 results in a data error interrupt that's reflected in the RNG Interrupt Status Register. The mode register also reflects the value of burst size, which is loaded by the crypto-channel during normal operation with the MPC184 as an initiator. Burst size is not relevant to target mode operations, where an external host pushes and pulls data from the execution units.

The mode register is cleared when the RNG is reset or re-initialized. The RNG mode register is shown in Figure 5-35.

	31 — 11	10 — 8	7 — 0
Field	RESERVED	Burst Count	RESERVED
Reset	0		
R/W	R/W		
Addr	0x0E000		

	31 — 0
Field	RESERVED
Reset	0
R/W	R/W
Addr	0x0E004

Figure 5-35. RNG Mode Register

Table 5-22. RNG Mode Register Definitions

Bits	Signal	Description
31:11	___	Reserved, must be set to zero.
10:8	Burst Count	The MPC184 implements flow control to allow larger than FIFO sized blocks of data to be processed with a single key/context. The RNG signals to the crypto-channel that a “Burst Size” amount of data is available to be pulled from the FIFO. **Note:** The inclusion of this field in the RNG Mode Register is to avoid confusing a user who may read this register in debug mode. Burst Size should not be written directly to the RNG.
7:0	___	Reserved

5.5.5 RNG Data Size Register

The RNG Data Size Register is used to tell the RNG to begin generating random data. The actual contents of the data size register does not affect the operation of the RNGA. After a reset and prior to the first write of data size, the RNG builds entropy without pushing data onto the FIFO. Once the data size register is written, the RNG will begin pushing data onto the FIFO. Data will be pushed onto the FIFO every 256 cycles until the FIFO is full. The RNG will then attempt to keep the FIFO full.

	31 … 0
Field	RNG Data Size
Reset	0
R/W	R/W
Addr	0x0E010

Figure 5-36. RNG Data Size Register

5.5.6 RNG Reset Control Register

This register, shown in Figure , contains three reset options specific to the RNG.

	31 … 3	2	1	0
Field	RESERVED	RI	MI	SR
Reset	0	0	0	0
R/W	R/W			
Addr	RNG 0x0E018			

	31 … 0
Field	RESERVED
Reset	0
R/W	R/W
Addr	RNG 0x0E01C

Figure 5-37. RNG Reset Control Register

Table 5-23 describes RNG reset control register signals.

Table 5-23. RNG Reset Control Register Signals

Bits	Signal	Description
31:3	—	Reserved
2	Reset Interrupt	Writing this bit active high causes RNG interrupts signalling DONE and ERROR to be reset. It further resets the state of the RNG interrupt status register. 0 No reset 1 Reset interrupt logic
1	Module Init	This reset value performs enough of a reset to prepare the RNG for another request, without forcing the internal control machines and the output FIFO to be reset, thereby invalidating stored random numbers or requiring reinvocation of a warm-up period. Module initialization is nearly the same as software reset, except that the interrupt control register remains unchanged. 0 No reset 1 Reset most of RNG
0	SW_RESET	Software reset is functionally equivalent to hardware reset (the RESET# pin), but only for the RNG. All registers and internal state are returned to their defined reset state. 0 No reset 1 Full RNG reset

5.5.7 RNG Status Register

This RNG Status Register, Figure 5-38, contains 4 bits which reflect the state of the RNG internal signals.

The RNG Status Register is read-only. Writing to this location will result in an address error being reflected in the RNG interrupt status register.

	31 … 6	5	4	3	2	1	0
Field	Reserved	Halt	--	OFR	IE	--	RD
Reset	0	0	0	0	0	0	0
R/W	R						
Addr	RNG 0x0E028						

	31 … 0
Field	Reserved
Reset	0
R/W	R
Addr	RNG 0x0E02C

Figure 5-38. RNG Status Register

Table 5-14 describes RNG Status Register signals.

Table 5-24. RNG Status Register Signals

Bits	Signal	Description
31:6	—	Reserved
5	Halt	Halt- Indicates that the RNG has halted due to an error. 0 RNG not halted 1 RNG halted **Note:** Because the error causing the RNG to stop operating may be masked to the Interrupt Status Register, the Status Register is used to provide a second source of information regarding errors preventing normal operation.
4	—	Reserved
3	OFR	Output FIFO Readable- The Controller uses this signal to determine if the RNG can source the next BURST SIZE block of data. 0 RNG Output FIFO not ready 1 RNG Output FIFO ready
2	Interrupt_Error	This status bit reflects the state of the ERROR interrupt signal, as sampled by the Controller Interrupt Status Register (Section 8.1.4, “Interrupt Status Registers (ISR)”). 0 RNG is not signaling error 1 RNG is signaling error
1	---	Reserved
0	RESET_DONE	This status bit, when high, indicates that the RNG has completed its reset sequence. 0 Reset in progress 1 Reset done

5.5.8 RNG Interrupt Status Register

The RNG Interrupt Status Register tracks the state of possible errors, if those errors are not masked, via the RNG interrupt control register. The definition of each bit in the interrupt status register is shown in Figure 5-39.

	31 13	12	11 8	7	6	5 2	1	0
Field	Reserved	IE	Reserved	ME	AE	Reserved	OFU	--
Reset	0							
R/W	R							
Addr	RNG 0x0E030							

	31 0
Field	Reserved
Reset	0
R/W	R
Addr	RNG 0x0E034

Figure 5-39. RNG Interrupt Status Register

Table 5-25 describes RNG interrupt status register signals.

Table 5-25. RNG Interrupt Status Register Signals

Bits	Signal	Description
31:13	----	Reserved
12	Internal Error	0 No internal error detected 1 Internal error
11:8	---	Reserved
7	Mode Error	Indicates that the host has attempted to write an illegal value to the Mode register 0 Valid Data 1 Invalid Data Error
6	Address Error	An illegal read or write address was detected within the RNG address space. 0 No error detected 1 Address error
5:2	----	Reserved
1	Output FIFO Underflow	The RNG Output FIFO has been read while empty. 0 No overflow detected 1 Output FIFO has underflowed
0	----	Reserved

5.5.9 RNG Interrupt Control Register

The RNG Interrupt Control Register controls the result of detected errors. For a given error (as defined in Section 5.5.8, “RNG Interrupt Status Register”), if the corresponding bit in this register is set, then the error is disabled; no error interrupt occurs and the interrupt status register is not updated to reflect the error. If the corresponding bit is not set, then upon detection of an error, the interrupt status register is updated to reflect the error, causing assertion of the error interrupt signal, and causing the module to halt processing.

	31–13	12	11–8	7	6	5–2	1	0
Field	Reserved	IE	Reserved	ME	AE	Reserved	OFU	--
Reset	0							
R/W	R/W							
Addr	RNG 0x0E038							

	31–0
Field	Reserved
Reset	0
R/W	R/W
Addr	RNG 0x0E03C

Figure 5-40. RNGA Interrupt Control Register

Table 5-26 describes RNG interrupt status register signals.

Table 5-26. RNG Interrupt Control Register Signals

Bits	Signal	Description
31:13	----	Reserved
12	Internal Error	An internal processing error was detected while generating random numbers. 0 Internal error enabled 1 Internal error disabled
11:8	—	Reserved
7	Mode Error	An illegal value was detected in the mode register. 0 Mode error enabled 1 Mode error disabled
6	Address Error	An illegal read or write address was detected within the MDEU address space. 0 Address error enabled 1 Address error disabled
5:2	----	Reserved
1	Output FIFO Underflow	RNG Output FIFO has been read while empty. 0 Output FIFO underflow error enabled 1 Output FIFO underflow error disabled
0	----	Reserved

5.5.10 RNG EU_GO Register

The RNG EU_Go is a writable location but serves no function in the RNG. It is documented for the sake of consistency with the other EU's.

31		0
Field	RNG EU_GO	
Reset	0	
R/W	W	
Addr	RNG 0x0E050	

Figure 5-41. RNG EU_GO Register

5.5.11 RNG FIFO

RNG uses an output FIFO to collect periodically sampled random 64-bit-words, with the intent that random data always be available for reading. The FIFO is multiply addressed, but those multiple addresses point only to the appropriate end of the output FIFO. A read from anywhere in the RNG FIFO address space causes a 32-bit-word to be popped off of the RNG output FIFO. Underflows caused by reading or writing the RNG output FIFO are reflected in the RNG interrupt status register. Also, a write to the RNG output FIFO space will be reflected as an addressing error in the RNG interrupt status register.

5.6 Advanced Encryption Standard Execution Units (AESU)

This section contains details about the Advanced Encryption Standard Execution Units (AESU), including detailed register map, modes of operation, status and control registers, and FIFOs.

5.6.1 AESU Register Map

The registers used in the AESU are documented primarily for debug and target mode operations. If the MPC184 requires the use of the AESU when acting as an initiator, accessing these registers directly is unnecessary. The device drivers and the on-chip controller will abstract register level access from the user. The AESU contains the following registers:

- AESU Mode Register
- Key Size Register
- Data Size Register
- Reset Control Register
- Status Register
- Interrupt Status Register
- Interrupt Control Register
- End Of Message Register
- IV Registers

- Key Registers
- AESU FIFOs

5.6.2 AESU Mode Register

The AESU Mode Register, shown in Figure 5-42, contains 3 bits which are used to program the AESU. It also reflects the value of burst size, which is loaded by the crypto-channel during normal operation with the MPC184 as an initiator. Burst size is not relevant to target mode operations, where an external host pushes and pulls data from the execution units.

The mode register is cleared when the AESU is reset or re-initialized. Setting a reserved mode bit will generate a data error. If the mode register is modified during processing, a context error will be generated.

Figure 5-42., "AESU Mode Register" is shown below.

Table 5-6 describes AESU mode register signals.

Table 5-27. AESU Mode Register Signals

Bits	Signal	Description
31-11	—	Reserved
10-8	Burst Size	The MPC184 implements flow control to allow larger than FIFO sized blocks of data to be processed with a single key/context. The AESU signals to the crypto-channel that a "burst size" amount of data is available to be pushed to or pulled from the FIFO. **Note:** The inclusion of this field in the AESU mode register is to avoid confusing a user who may read this register in debug mode. Burst size should not be written directly to the AESU.
7-4	—	Reserved
3	RDK	Restore Decrypt Key (RDK): Specifies that key data write will contain pre-expanded key (decrypt mode only). See Note on use of RDK bit. 0 Expand the user key prior to decrypting the first block 1 Do not expand the key. The expanded decryption key will be written following the context switch.
2-1	CM	Cipher Mode: Controls which cipher mode the AESU will use in processing: 00 ECB -Electronic Codebook mode. 01 CBC- Cipher Block Chaining mode. 10 Reserved 11 CTR- Counter Mode.
0	Encrypt/Decrypt	If set, AESU operates the encryption algorithm; if not set, AESU operates the decryption algorithm. 0 Perform decryption 1 Perform encryption

NOTE: Restore Decrypt Key

In most networking applications, the decryption of an AES protected packet will be performed as a single operation. However, if circumstances dictate that the decryption of a message should be split across multiple descriptors, the AESU allows the user to save the decrypt key, and the active AES context, to memory for later re-use. This saves the internal AESU processing overhead associated with regenerating the decryption key schedule (~12 AESU clock cycles for the first block of data to be decrypted.)

The use of RDK is completely optional, as the Input time of the preserved decrypt key may exceed the ~12 cycles required to restore the decrypt key for processing the first block.

To use RDK, the following procedure is recommended:

The descriptor type used in decryption of the first portion of the message is “0100- AESU Key Expand Output”. The description mode must be “Decrypt”. See Chapter 4 “Descriptors” for more information. The descriptor will cause the Talitos core to write the contents of the Context registers and the key registers (containing the expanded decrypt key) to memory.

To process the remainder of the message, use a “normal” descriptor type (descriptor type selected based on need for simultaneous HMAC generation, etc), and set the "restore decyrpt key" mode bit. Load the context registers and the expanded decrypt key with previously saved key and context data from the first message. The key size is written as before (16, 24, or 32 bytes).

5.6.3 AESU Key Size Register

The AESU Key Size Register stores the number of bytes in the key (16,24,32). Any key data beyond the number of bytes in the key size register will be ignored. This register is cleared when the AESU is reset or re-initialized. If a key size other than 16, 24, or 32 bytes is specified, an illegal key size error will be generated. If the key size register is modified during processing, a context error will be generated.

	31 … 6	5 … 0
Field	Reserved	Key Size
Reset	0	
R/W	R/W	
Addr	AESU 0x12008	

Figure 5-43. AESU Key Size Register

5.6.4 AESU Data Size Register

This AESU Data Size Register is used to verify that the data to be processed by the AESU is divisible by the AES algorithm block size of 128-bits. The AESU does not automatically pad messages out to

128-bit blocks, therefore any message processed by the AESU must be divisible by 128-bits or a data size error will occur.

In normal operation, the full message length to be encrypted or decrypted with the AESU is copied from the descriptor to the AESU data size register, however only bits 1:7 are checked to determine if there is a data size error. If 6:0 are all zeroes, the message is evenly divisible into 128-bit blocks.

This register is cleared when the AESU is reset or re-initialized. If a data size other than 128-bits is specified, an illegal data size error will be generated. Writing to this register signals the AESU to start processing data from the input FIFO as soon as it is available. If the value of data size is modified during processing, a context error will be generated.

	31 … 7	6 … 0
Field	Reserved	Data Size
Reset	0	
R/W	R/W	
Addr	AESU 0x12010	

	31 … 0
Field	Reserved
Reset	0
R/W	R/W
Addr	AESU 0x12014

Figure 5-44. AESU Data Size Register

5.6.5 AESU Reset Control Register

This register allows 3 levels reset of just AESU, as defined by the 3 self-clearing bits:

	31 … 3	2	1	0
Field	Reserved	RI	MI	SR
Reset	0	0	0	0
R/W	R/W			
Addr	AESU 0x12018			

	31 … 0
Field	Reserved
Reset	0
R/W	R/W
Addr	AESU 0x1201C

Figure 5-45. AESU Reset Control Register

Table 5-8 describes AESU reset control register signals.

Table 5-28. AESU Reset Control Register Signals

Bits	Signals	Description
31:3	—	Reserved
2	Reset Interrupt	Writing this bit active high causes AESU interrupts signalling DONE and ERROR to be reset. It further resets the state of the AESU Interrupt Status Register. 0 Don't reset 1 Reset interrupt logic
1	Module_Init	Module initialization is nearly the same as Software Reset, except that the Interrupt Control register remains unchanged. This module initialization includes execution of an initialization routine, completion of which is indicated by the RESET_DONE bit in the AESU Status Register 0 Don't reset 1 Reset most of AESU
0	SW_RESET	Software Reset is functionally equivalent to hardware reset (the RESET# pin), but only for AESU. All registers and internal state are returned to their defined reset state. Upon negation of SW_RESET, the AESU will enter a routine to perform proper initialization of the parameter memories. The RESET_DONE bit in the AESU Status Register will indicate when this initialization routine is complete 0 Don't reset 1 Full AESU reset

5.6.6 AESU Status Register

AESU status register is a read-only register that reflects the state of six status outputs. Writing to this location will result in an address error being reflected in the AESU interrupt status register.

	31 … 6	5	4	3	2	1	0
Field	Reserved	Halt	IFW	OFR	IE	ID	RD
Reset	0	0	0	0	0	0	0
R/W	R						
Addr	AESU 0x0A028						

	31 … 0
Field	Reserved
Reset	0
R/W	R
Addr	AESU 0x0A02C

Figure 5-46. AESU Status Register

Table 5-14 describes AESU status register signals.

Table 5-29. AESU Status Register Signals

Bits	Signal	Description
31:6	—	Reserved
5	Halt	Halt- Indicates that the AESU has halted due to an error. 0 AESU not halted 1 AESU halted **Note:** Because the error causing the AESU to stop operating may be masked to the Interrupt Status Register, the Status Register is used to provide a second source of information regarding errors preventing normal operation.
4	IFW	Input FIFO Writable- The Controller uses this signal to determine if the AESU can accept the next BURST SIZE block of data. 0 AESU Input FIFO not ready 1 AESU Input FIFO ready **Note:** The MPC184 implements flow control to allow larger than FIFO sized blocks of data to be processed with a single key/IV. The AESU signals to the crypto-channel that a “Burst Size” amount of space is available in the FIFO. The documentation of this bit in the AESU Status Register is to avoid confusing a user who may read this register in debug mode.
3	OFR	Output FIFO Readable- The Controller uses this signal to determine if the AESU can source the next BURST SIZE block of data. 0 AESU Output FIFO not ready 1 AESU Output FIFO ready **Note:** The MPC184 implements flow control to allow larger than FIFO sized blocks of data to be processed with a single key/IV. The AESU signals to the crypto-channel that a “Burst Size” amount of data is available in the FIFO. The documentation of this bit in the AESU Status Register is to avoid confusing a user who may read this register in debug mode.
2	Interrupt_Error	This status bit reflects the state of the ERROR interrupt signal, as sampled by the Controller Interrupt Status Register (Section 8.1.4, “Interrupt Status Registers (ISR)”). 0 AESU is not signaling error 1 AESU is signaling error
1	Interrupt_Done	This status bit reflects the state of the DONE interrupt signal, as sampled by the Controller Interrupt Status Register (Section 8.1.4, “Interrupt Status Registers (ISR)”). 0 AESU is not signaling done 1 AESU is signaling done
0	Reset_Done	This status bit, when high, indicates that AESU has completed its reset sequence, as reflected in the signal sampled by the appropriate crypto-channel. 0 Reset in progress 1 Reset done

5.6.7 AESU Interrupt Status Register

The AESU interrupt status register tracks the state of possible errors, if those errors are not masked, via the AESU interrupt control register. The definition of each bit in the interrupt status register is shown in Figure .

	31 13	12	11	10	9	8	7	6	5	4	3	2	1	0
Field	Reserved	IE	ERE	CE	KSE	DSE	ME	AE	OFE	IFE	RSV	IFO	OFU	--
Reset	0													
R/W	R													
Addr	AESU 0x12030													

	31 0
Field	Reserved
Reset	0
R/W	R
Addr	AESU 0x12034

Figure 5-47. AESU Interrupt Status Register

Table 5-10 describes AESU interrupt register signals.

Table 5-30. AESU Interrupt Status Register Signals

Bits	Signal	Description
31:13	—	Reserved
12	Internal Error	An internal processing error was detected while the AESU was processing. 0 No error detected 1 Internal error **Note:** This bit will be asserted any time an enabled error condition occurs and can only be cleared by setting the corresponding bit in the Interrupt Control Register or by resetting the AESU.
11	Early Read Error	The AESU IV register was read while the AESU was processing. 0 No error detected 1 Early read error
10	Context Error	An AESU Key register, the key size register, the data size register, the mode register, or IV register was modified while AESU was processing 0 No error detected 1 Context error
9	Key Size Error	An inappropriate value (not 16, 24 or 32bytes) was written to the AESU key size register 0 No error detected 1 Key size error
8	Data Size Error	Data Size Error (DSE): A value was written to the AESU Data Size Register that is not a multiple of 128 bits. 0 No error detected 1 Data size error
7	Mode Error	Mode Error: Indicates that invalid data was written to a register or a reserved mode bit was set. 0 Valid Data 1 Reserved or invalid mode selected

Table 5-30. AESU Interrupt Status Register Signals (continued)

Bits	Signal	Description
6	Address Error	An illegal read or write address was detected within the AESU address space. 0 No error detected 1 Address error
5	Output FIFO Error	The AESU output FIFO was detected non-empty upon write of AESU data size register. 0 No error detected 1 Output FIFO non-empty error
4	Input FIFO Error	The AESU input FIFO was detected non-empty upon generation of done interrupt. 0 No error detected 1 Input FIFO non-empty error
3	—	Reserved
2	Input FIFO Overflow	The AESU input FIFO has been pushed while full. 0 No error detected 1 Input FIFO has overflowed **Note:** When operating as a master, the MPC184 implements flow-control, and FIFO size is not a limit to data input. When operated as a target, the MPC184 cannot accept FIFO inputs larger than 512B without overflowing.
1	Output FIFO Underflow	The AESU output FIFO has been read while empty. 0 No error detected 1 Output FIFO has underflow error
0	—	Reserved

5.6.8 AESU Interrupt Control Register

The AESU Interrupt Control Register, shown in Figure 5-48, controls the result of detected errors. For a given error (as defined in Section 5.6.7, “AESU Interrupt Status Register”), if the corresponding bit in this register is set, then the error is ignored; no error interrupt occurs and the interrupt status register is not updated to reflect the error. If the corresponding bit is not set, then upon detection of an error, the interrupt status register is updated to reflect the error, causing assertion of the error interrupt signal, and causing the module to halt processing.

	31–13	12	11	10	9	8	7	6	5	4	3	2	1	0
Field	Reserved	IE	ERE	CE	KSE	DSE	ME	AE	OFE	IFE	RSV	IFO	OFU	--
Reset	0													
R/W	R/W													
Addr	AESU 0x12038													

	31–0
Field	Reserved
Reset	0
R/W	R/W
Addr	AESU 0x1203C

Figure 5-48. AESU Interrupt Control Register

Table 5-31 describes the AESU interrupt control register signals.

Table 5-31. AESU Interrupt Control Register Signals

Bits	Signal	Description
31-13	----	Reserved
12	Internal Error	An internal processing error was detected while the AESU was processing. 0 Internal error enabled 1 Internal error disabled
11	Early Read Error	The AESU IV Register was read while the AESU was processing. 0 Early read error enabled 1 Early read error disabled
10	Context Error	An AESU key register, the key size register, the data size register, the mode register, or IV register was modified while the AESU was processing. 0 Context error enabled 1 Context error disabled
9	Key Size Error	An inappropriate value (non 16, 24 or 32 bytes) was written to the AESU key size register 0 Key size error enabled 1 Key size error disabled
8	Data Size Error	Data Size Error: Indicates that the number of bits to process is out of range. 0 Data Size Error enabled 1 Data Size Error Disabled
7	Mode Error	Mode Error: Indicates that invalid data was written to a register or a reserved mode bit was set. 0 Mode Error Enabled 1 Mode Error Disabled
6	Address Error	An illegal read or write address was detected within the AESU address space. 0 Address error enabled 1 Address error disabled
5	Output FIFO Error	The AESU Output FIFO was detected non-empty upon write of AESU data size register 0 Output FIFO non-empty error enabled 1 Output FIFO non-empty error disabled

Table 5-31. AESU Interrupt Control Register Signals (continued)

Bits	Signal	Description
4	Input FIFO Error	The AESU Input FIFO was detected non-empty upon generation of done interrupt 0 Input FIFO non-empty error enabled 1 Input FIFO non-empty error disabled
3	—	Reserved
2	Input FIFO Overflow	The AESU Input FIFO has been pushed while full. 0 Input FIFO overflow error enabled 1 Input FIFO overflow error disabled
1	Output FIFO Underflow	The AESU Output FIFO has been read while empty. 0 Output FIFO underflow error enabled 1 Output FIFO underflow error disabled
0	—	Reserved

5.6.9 AESU End of Message Register

The AESU End Of Message Register, shown in Figure 5-49, is used to indicate an AES operation may be completed. After the final message block is written to the input FIFO, the end of message register must be written. The value in the data size register will be used to determine how many bits of the final message block (always 128) will be processed. Writing to this register causes the AESU to process the final block of a message, allowing it to signal DONE. A read of this register will always return a zero value. The AESU end of message register is only used when the MPC184 is operated as a target. The descriptors and crypto-channel activate the AESU (via an internally generated write to the end of message register) when the MPC184 acts as an initiator.

	31 … 0
Field	AESU End of Message
Reset	0
R/W	W
Addr	AESU 0x12050

Figure 5-49. AESU End of Message Register

5.6.9.1 AESU Context Registers

There are 3 64-bit context data registers that allow the host to read/write the contents of the context used to process the message. The context must be written prior to the key data. If the context registers are written during message processing, a context error will be generated. All context registers are cleared when a hard/soft reset or initialization is performed.

The context registers must be read when changing context and restored to their original values to resume processing an interrupted message (CBC and CTR modes). Although there are 7 64-bit

context register fields, only those fields containing data must be read and restored during context switching.

Context should be loaded with the lower bytes in the lowest 64-bit context register. The Context registers are summarized in Figure 5-50.

	Context Register (64-bits each)						
Cipher Mode	1	2	3	4	5	6	7
ECB	—	—	—	—	—	—	—
CBC	IV1[1]	IV2[1]	—	—	—	—	—
CTR	Counter [1]		Counter Modulus[1]	—	—	—	—

[1] Must be written at the start of a new message

Figure 5-50. AESU Context Register

5.6.9.2 Context for CBC Mode

Within the Context register, for use in CBC mode, are two 64-bit context data registers that allow the host to read/write the contents of the initialization vector (IV):

IV1 holds the ***least*** significant bytes of the initialization vector (bytes 1-8).

IV2 holds the ***most*** significant bytes of the initialization vector (bytes 9-16).

The IV must be written prior to the message data. If the IV registers are written during message processing, or the **CBC** mode bit is not set, a context error will be generated.

The IV registers may only be read after processing has completed, as indicated by the assertion of Interrupt_Done DONE in the AESU status register as shown in Section 5.6.6, “AESU Status Register”. If the IV registers are read prior to assertion of Interrupt_Done, an early read error will be generated.

The IV registers must be read when changing context and restored to resume processing an interrupted message (**CBC** mode only).

5.6.9.3 Context for Counter Mode

In counter mode, a random 128-bit initial counter value is incremented modulo 2^n with each block processed. The modulus size can be set between 2^8 through 2^{128}, by powers of 8. The running counter is encrypted and eXclusive-ORed with the plaintext to derive the ciphertext, or with the ciphertext to recover the plaintext.

In CTR mode, the block counter is incremented modulo 2^M. The value of M is specified by writing to Context Register 3 as described in Table 5-32

Table 5-32. Counter Modulus

Value Written	Modulus
8	2^8
16	2^{16}
24	2^{24}
32	2^{32}
40	2^{40}
48	2^{48}
56	2^{56}
64	2^{64}
72	2^{72}
80	2^{80}
88	2^{88}
96	2^{96}
104	2^{104}
112	2^{112}
120	2^{120}
128	2^{128}

5.6.9.4 AESU Key Registers

The AESU Key Registers hold from 16, 24, or 32 bytes of key data, with the first 8 bytes of key data written to Key 1. Any key data written to bytes beyond the value written to the key size register will be ignored. The key data registers are cleared when the AESU is reset or re-initialized. If these registers are modified during message processing, a context error will be generated.

The key data registers may be read when changing context in decrypt mode. To resume processing, the value read must be written back to the key registers and the “restore decrypt key” bit must be set in the mode register. This eliminates the overhead of expanding the key prior to starting decryption when switching context.

5.6.9.5 AESU FIFOs

The AESU fetches data 128 bits at a time from the input FIFO. During processing, the input data is encrypted or decrypted with the key and initialization vector (**CBC** mode only) and the results are placed in the output FIFO. The output size is the same as the input size.

Writing to the FIFO address space places 64 bits of message data into the input FIFO. The input FIFO may be written any time the IFW signal is asserted (as indicated in the AESU status register). This will indicate that the number of bytes of available space is at or above the threshold specified in the mode register. There is no limit on the total number of bytes in a message. The number of bits in the final message block must be set in the data size register.

Reading from the FIFO address space will pop 64 bits of message data from the output FIFO. The output FIFO may be read any time the OFR signal is asserted (as indicated in the AESU status register). This will indicate that the number of bytes in the output FIFO is at or above the threshold specified in the mode register.

Chapter 6 MPC184 Descriptors

6.1 Data Packet Descriptor Overview

The MPC184 has PCI bus mastering capability to off-load data movement and encryption operations from the host processor. As the system controller, the host processor maintains a record of current secure sessions and the corresponding keys and contexts of those sessions. Once the host has determined a security operation is required, it can either directly write keys, context, and data to the MPC184 (MPC184 in target mode), or the host can create a ‘data packet descriptor’ to guide the MPC184 through the security operation, with the MPC184 acting as a bus master. The descriptor can be created in main memory, any memory local to the MPC184, or written directly to the data packet descriptor buffer in the MPC184 crypto-channel.

6.2 Descriptor Structure

The MPC184 data packet descriptors are conceptually similar to descriptors used by most devices with DMA capability. See Figure 6-1 for a conceptual data packet descriptor. The descriptors are fixed length (64 bytes), and consist of 16 32-bit fields. Descriptors begin with a header, which describes the security operation to be performed and the mode the execution unit will be set to while performing the operation.

The header is followed by seven data length/data pointer pairs. Data length indicates the amount of contiguous data to be transferred. This amount cannot exceed 32k bytes. The data pointer refers to the address of the data which the MPC184 fetches. Data in this case is broadly interpreted to mean keys, context, additional pointers, or the actual plain text to be permuted.

Figure 6-1 shows the data packet descriptor format. The descriptor consists of 16 32-bit fields, allowing it to be fetched in 1-2 PCI bus bursts. The number of fields provided in the descriptor allows for multi-algorithm operations require the fetch (and potentially return) of multiple keys and contexts. Any field that is not used is NULL, meaning it is filled with all zeroes.

	31 … 0
Word 1	Descriptor Header
Word 2	Length 1 (Key Length)
Word 3	Pointer 1 (Key Location)
Word 4	Length 2 (IV Length)
Word 5	Pointer 2 (IV Location)
Word 6	Length 3 (Data-in Length)
Word 7	Pointer 3 (Data-in Location)
Word 8	Length 4 (Data-Out Length)
Word 9	Pointer 4 (Data-out Location)
Word 10	Length 5 (NULL)
Word 11	Pointer 5 (NULL)
Word 12	Length 6 (NULL)
Word 13	Pointer 6 (NULL)
Word 14	Length 7 (NULL)
Word 15	Pointer 7 (NULL)
Word 16	Next Descriptor Pointer

Figure 6-1. Example Data Packet Descriptor

6.2.1 Descriptor Header

Descriptors are created by the host to guide the MPC184 through required crypto-graphic operations. The descriptor header defines the operations to be performed, mode for each operation, and internal addressing used by the controller and channel for internal data movement. The MPC184 device drivers allow the host to create proper headers for each crypto-graphic operation. Figure 6-2 shows the descriptor header.

	31–20	19–8	7–4	3–2	1	0
Field	Op_0	Op_1	DESC_TYPE	RSVD	ST	DN
Reset	0x0000_0000					
R/W	R/W					
Addr	Channel_1 0x02080, Channel_2 0x03080, Channel_3 0x04080, Channel_4 0x05080					

Figure 6-2. Descriptor Header

Table 6-1 defines the header bits.

Table 6-1. Header Bit Definitions

Bits	Name	Description
31:20	Op_0	Op_0 contains two sub fields, EU_Select and Mode_Data. Figure 6-3 shows the sub field detail. EU_SELECT[31:28] - Programs the channel to select a primary EU of a given type. Table 6-2 lists the possible EU_SELECT values. MODE_DATA[27:20] - Programs the primary EU mode data. The mode data is specific to the chosen EU. This data is passed directly to bits 7:0 of the specified EU mode register.
19:8	Op_1	Op_1 contains two sub fields, EU_Select and Mode_Data. Figure 6-3 shows the sub field detail. EU_SELECT[19:16] — Programs the channel to select a secondary EU of a given type. Table 6-2 lists the possible EU_SELECT values. MODE_DATA[15:8] —Programs the secondary EU mode data. The mode data is specific to the chosen EU. This data is passed directly to bits 7:0 of the specified EU mode register. **Note:** The MDEU is the only valid secondary EU. Values for Op1 EU_SELECT other than 'MDEU' or 'No secondary EU selected' will result in an 'Unrecognized Header' error condition. Selecting MDEU for both primary and secondary EU will also create an error condition.
7:4	Desc_Type	Descriptor Type —Each type of descriptor determines the following attributes for the corresponding data length/pointer pairs: the direction of the data flow; which EU is associated with the data; and which internal EU address is used. Table 6-3 lists the valid types of descriptors.
3:2	---	Reserved- set to zero
1	ST	Snoop type — Selects which of the two types of available snoop modes applies to the descriptor. 0 Snoop output data mode. 1 Snoop input data mode. In snoop input data mode, while the bus transaction to write data into the input FIFO of the primary EU is in progress, the secondary EU (always MDEU) will snoop the same data into its input FIFO. In snoop output data mode, the secondary EU (always MDEU) will snoop data into its input FIFO during the bus transaction to read data out of the output FIFO of the primary EU.
0	DN	DONE_NOTIFICATION_FLAG — Done Notification Flag. Setting this bit indicates whether to perform notification upon completion of this descriptor. The notification can take the form of an interrupt or modified header write back or both depending upon the state of the INTERRUPT_ENABLE and WRITEBACK_ENABLE control bits in Control Register. 0 Do not signal DONE upon completion of this descriptor (unless globally programmed to do so via the Master Control Register.) 1 Signal DONE upon completion of this descriptor **Note:** The MPC184 can be programmed to perform DONE notification upon completion of each descriptor, upon completion of any descriptor, or completion of a chain of descriptors. This bit provides for the second case.

Figure 6-3 shows the two sub fields of Op_x.

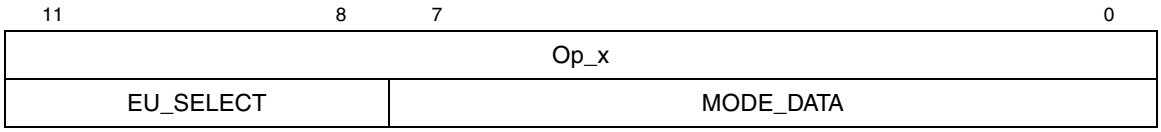


Figure 6-3. Op_x sub fields

Op0 EU_SELECT values of ‘no primary EU selected’ or ‘reserved EU’ will result in an ‘unrecognized header error’ condition during processing of the descriptor header. Also, the primary EU selected by the Op0 EU_SELECT field may only be DEU, AESU or AFEU when a valid secondary EU is selected. For this case, all other values of Op0 EU_SELECT will result in an ‘Unrecognized header’ error condition. The full range of permissible EU_Select values is shown in Table 6-2.

Table 6-2. EU_Select Values

Value	EU Select:
0000	No EU selected.
0001	AFEU
0010	DEU
0011	MDEU
0100	RNG
0101	PKEU
0110	AESU
Others	Reserved EU

Table 6-3 shows the permissible values for the descriptor type field in the descriptor header.

Table 6-3. Descriptor Types

Value	Descriptor Type	Notes
0000	Reserved	—
0001	common_nonsnoop_no_afeu	Common, nonsnooping, non-PKEU, non-AFEU
0010	hmac_snoop_no_afeu	Snooping, HMAC, non-AFEU
0011	non_hmac_snoop_no_afeu	Snooping, non-HMAC, non-AFEU
0100	aseu_key expand_output	Non-snooping, non HMAC, AESU, expanded key out
0101	common_nonsnoop_afeu	Common, nonsnooping, AFEU
0110	hmac_snoop_afeu	Snooping, HMAC, AFEU (no context out)
0111	non_hmac_snoop_afeu	Snooping, non-HMAC, AFEU
1000	pkeu_mm	PKEU-MM
1001	pkeu_ec	PKEU-EC
1010	pkeu_static_ec_point	PKEU Static-EC Point (completes operand loading and executes)

Table 6-3. Descriptor Types (continued)

1011	pkeu_static_ec_parameter	PKEU Static-EC Parameter (preloads EC operands)
1100	Reserved	-
1101	Reserved	-
1110	hmac_snoop_afeu_ key_in	AFEU Context Out Available
1111	hmac_snoop_afeu_ctx_in	AFEU Context Out Available

6.2.2 Descriptor Length and Pointer Fields

The length and pointer fields represent one of seven data length/pointer pairs. Each pair defines a block of data in system memory. The length field gives the length of the block in bytes. The maximum allowable number of bytes is 32K bytes. A value of zero loaded into the length field indicates that this length/pointer pair should be skipped and processing continue with the next pair.

The pointer field contains the address, in PCI address space, of the first byte of the data block. Transfers from the PCI bus with the pointer address set to zero will have the length value written to the EU, and no data fetched from the PCI bus.

NOTE

Certain public key operations require information about data length, but not the data itself. Figure 6-4 shows the descriptor length field.

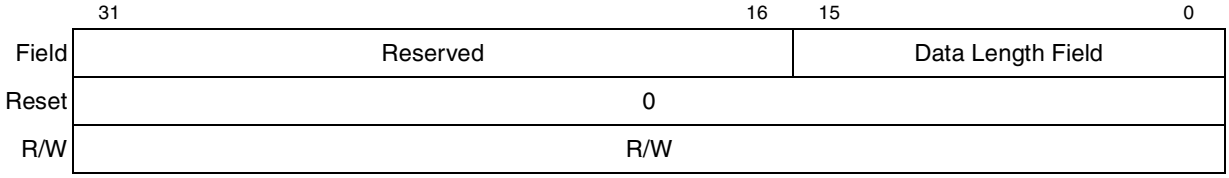


Figure 6-4. Descriptor Length Field

Table 6-4 shows the descriptor length field mapping.

Table 6-4. Descriptor Length Field Mapping

Bits	Name	Reset Value	Description
31:16	--	0	Reserved, set to zero
15:0	Data Field Length	0	**Note:** The maximum length this field can be set to 32K bytes. Under host control, a channel can be temporarily locked static, and data only" descriptors can be chained to fetch blocks larger than 32K bytes in 32K byte sub-blocks without key/context switching, until the large original block has been completely ciphered. Length fields also indicate the size of items to be written back to memory upon completion of security processing in the MPC184.

Figure 6-5 shows the descriptor pointer field.

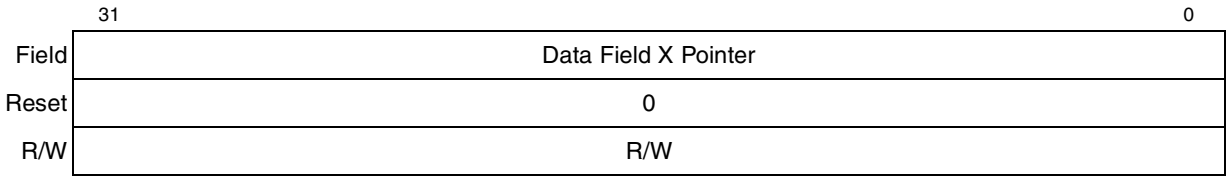


Figure 6-5. Descriptor Pointer Field

Table 6-5 shows the descriptor pointer field mapping.

Table 6-5. Descriptor Pointer Field Mapping

Bits	Name	Reset Value	Description
31:0	Data Field Pointer	0	The Data Pointer Field contains the address, in PCI address space, of the first byte of the data packet for either read or write back. Transfers from the PCI bus with Pointer address set to zero will be skipped. **WARNING** MPC184-initiated PCI writes can occur only on 64-bit-word boundaries, but reads can occur on any byte boundary. Writing back a header read from a non-64-bit-word boundary will yield unpredictable results.

Table 6-6 shows how the length/pointer pairs should be used with the various descriptor types to load keys, context, and data into the Execution Units, and how the required outputs should be unloaded.

Table 6-6. Descriptor Length/Pointer Mapping

Descriptor Type	L/P 1	L/P 2	L/P 3	L/P 4	L/P 5	L/P 6	L/P 7
0000	nil	nil	nil	nil	nil	nil	nil
0001	nil	IV	Key	Data In	Data Out	IV Out	MAC Out
0010	HMAC Key	HMAC Data	Key	IV	Data In	Data Out	HMAC/Context Out
0011	MD Ctx In	IV	Key	Data In	Data Out	IV Out	MD/Context Out
0100	nil	IV	Key	Data In	Data Out	IV Out	Key Out via FIFO
0101	nil	IV in via FIFO	Key	Data In	Data Out	IV Out via FIFO	MD/Context Out
0110	HMAC Key	HMAC Data	Key	IV in via FIFO	Data In	Data Out	HMAC/Context Out
0111	MD Ctx In	IV in via FIFO	Key	Data In	Data Out	IV Out via FIFO	MD/Context Out
1000	B	A	E	N	B out	nil	nil
1001	B	A	Key	N	B1 out	nil	nil
1010	A0	A1	A2	B1 Out	B2 Out	B3 Out	nil
1011	A3	B0	B1	Key	N	nil	nil
1100	nil	nil	nil	nil	nil	nil	nil
1101	nil	nil	nil	nil	nil	nil	nil

Descriptor Type	L/P 1	L/P 2	L/P 3	L/P 4	L/P 5	L/P 6	L/P 7
1110	HMAC Key	HMAC Data	Key	Data In	Data Out	IV Out via FIFO	HMAC/Context Out
1111	HMAC Key	HMAC Data	IV	Data In	Data Out	IV Out via FIFO	HMAC/Context Out

6.3 Descriptor Chaining

Following the length/pointer pairs is the ‘Next Descriptor’ field, which contains the pointer to the next descriptor in memory. Upon completion of processing of the current descriptor, this value, if non-zero, is used to request a PCI burst read of the next-data-packet descriptor. This automatic load of the next descriptor is referred to as descriptor chaining. Figure 6-6 displays the next descriptor pointer field.

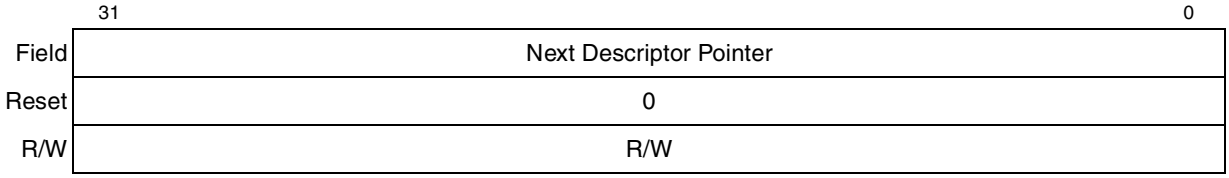


Figure 6-6. Next Descriptor Pointer Field

Table 6-7 describes the descriptor pointer field mapping.

Table 6-7. Descriptor Pointer Field Mapping

Bits	Name	Reset Value	Description
31:0	Next Descriptor Pointer	0	The Next Descriptor Pointer Field contains the address, in PCI address space, of the next descriptor to be fetched if descriptor chaining is enabled. **Warning** The Next Descriptor Pointer Address must be modulo-8 aligned if Writeback is enabled as the method of DONE notification.

Descriptor chaining provides a measure of ‘decoupling’ between host CPU activities and the status of the MPC184. Rather than waiting for the MPC184 to signal DONE, and arbitrating for the PCI bus in order to write directly to the next-data-packet descriptor in the crypto-channel, the host can simply create new descriptors in memory, and chain them to descriptors which have not yet been fetched by the MPC184 by filling the next-data-packet field with the address of the newly created descriptor. Whether or not processing continues automatically following next-descriptor fetch and whether or not an interrupt is generated depends on the programming of the Crypto-Channel’s Configuration Register.

See Section 7.1.1, “Crypto-Channel Configuration Register (CCCR),” in the Crypto-Channels chapter for additional information on how the MPC184 can be programmed to signal and act upon completion of a descriptor.

NOTE

It is possible to insert a descriptor into an existing chain; however, great care must be taken when doing so.

Figure 6-7 shows a conceptual chain, or ‘linked list,’ of descriptors.

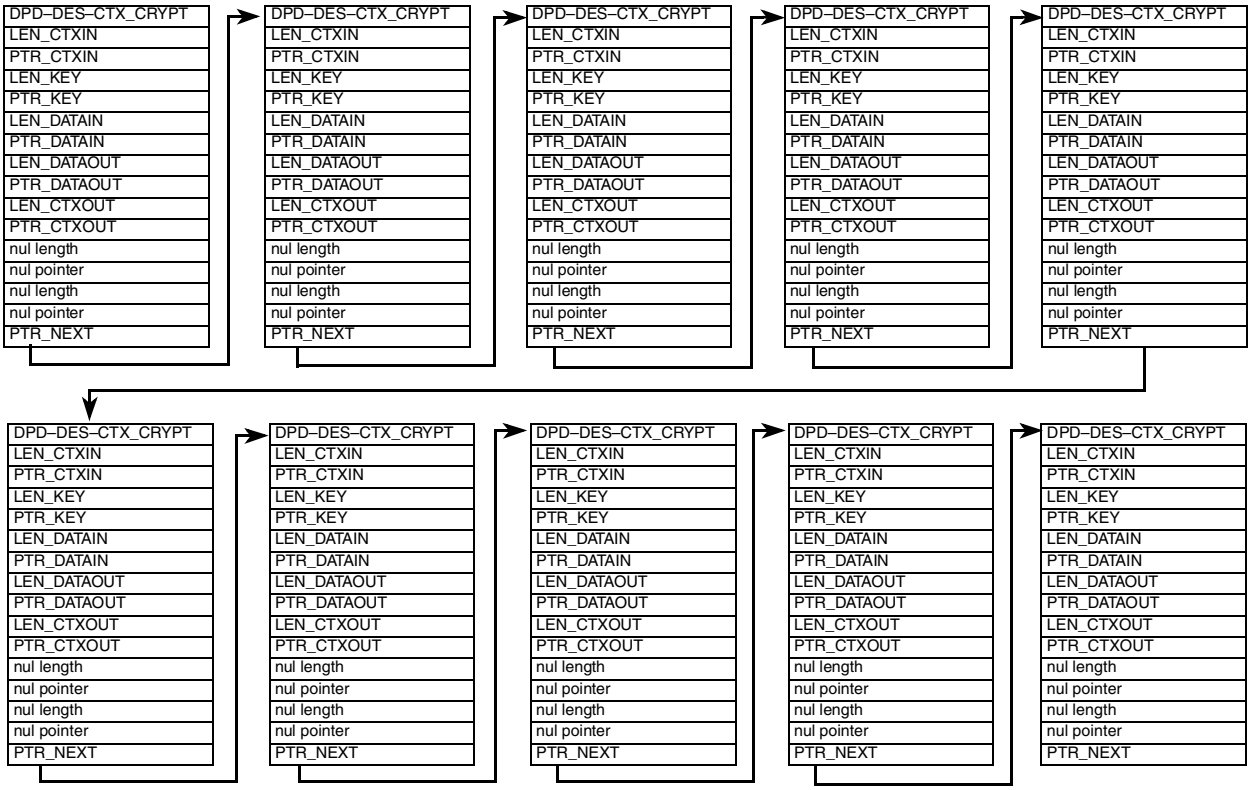


Figure 6-7. Chain of Descriptors

6.3.1 Null Fields

On occasion, a descriptor field may not be applicable to the requested service. With seven length/pointer pairs, it is possible that not all descriptor fields will be required to load the required keys, context, and data. (Some operations don’t require context, others may only need to fetch a small, contiguous block of data.) Therefore, when processing data packet descriptors, the MPC184 will skip entirely any pointer that has an associated length of zero.

6.4 Descriptor Classes

The MPC184 has two general classes of descriptors: static, which refers to a relatively unchanging usage of MPC184 resources, and dynamic, which refers to a continually changing usage model.

6.4.1 Static Descriptors

Recall that the MPC184 has 6 execution units and 4 crypto-channels. The EUs can be statically assigned or dedicated to a particular crypto-channel. Certain combinations of EUs can be statically assigned to the same crypto-channel to facilitate multi-operation security processes, such as IPSec ESP mode. When the system traffic model permits its use, static assignment can offer significant performance improvements over dynamic assignment by avoiding key and context switching per packet.

Static descriptors split the operations to be performed during a security operation into separate descriptors. The first descriptor is typically used to set the EU mode, load the key and context, and to read/permute/write the first block of data. The second (and multiple subsequent) descriptor contains length/pointer pairs to the remaining data to be permuted. The final descriptor read/permute/writes the final block of data, and outputs any context that needs to be preserved for later use. Because the key and context are unchanging over multiple packets (or descriptors), the series of short reads and writes required to set-up and tear down a session are avoided. This savings, along with the crypto-channel having dedicated execution units, represents a noticeable performance improvement.

NOTE

In most cases, static descriptors are the same as dynamic descriptors, but with lengths and pointers for context out omitted. Static assignment is achieved through the Controller's EUACR (see Figure 8-1.)

For example, statically assigning AFEU to a particular crypto-channel permits AFEU to retain state between data packets. The following descriptors, displayed in Table 6-8 through Table 6-11, support state-retention. Table 6-8 defines the common_nonsnoop_afeu descriptor.

Table 6-8. Actual Descriptor common_nonsnoop_afeu

Field	Value/ Type	Description
common_nonsnoop_afeu[1]	0x100000050	AFEU, new key, don't dump context, perform permute
LEN_1	Length	Place holder
PTR_1	Pointer	Place holder
LEN_2	Length	Place holder
PTR_2	Pointer	Place holder
LEN_3	Length	Length of ARC-4 key
PTR_3	Pointer	Pointer to ARC-4 Key
LEN_4	Length	Length of data to be read and permuted
PTR_4	Pointer	Pointer to data in memory

Table 6-8. Actual Descriptor common_nonsnoop_afeu

Field	Value/ Type	Description
LEN_5	Length	Length of data to be written after permutation
PTR_5	Pointer	Pointer to memory buffer for write back
LEN_6	Length	Unused
PTR_6	Pointer	Unused
LEN_7	Length	Unused
PTR_7	Pointer	Unused
PTR_NEXT	Pointer	Pointer to Next Descriptor

[1] common_nonsnoop_afeu writes the key at PTR_3 to be written to AFEU and causes the initial context-permutation to occur

Table 6-9 shows the common_nonsnoop_afeu descriptor continuing data permutation with the ARC-4 context (s-box) created in the previous descriptor.

Table 6-9. Continuation of common_nonsnoop_afeu

Field	Value / Type	Description
common_nonsnoop_afeu[1]	0x101000050	AFEU, re-use context, don't dump context, prevent permute
LEN_1	Length	Place holder
PTR_1	Pointer	Place holder
LEN_2	Length	Place holder
PTR_2	Pointer	Place holder
LEN_3	Length	Place holder
PTR_3	Pointer	Place holder
LEN_4	Length	Length of data to be read and permuted
PTR_4	Pointer	Pointer to data in memory
LEN_5	Length	Length of data to be written after permutation
PTR_5	Pointer	Pointer to memory buffer for write back
LEN_6	Length	Unused
PTR_6	Pointer	Unused
LEN_7	Length	Unused
PTR_7	Pointer	Unused
PTR_NEXT	Pointer	Pointer to Next Descriptor

[1] DELETE THIS FOOTNOTE

Table 6-10 shows the common_nonsnoop_afeu descriptor continuing data permutation with the ARC-4 context (s-box), and outputting the context following completion of the last block of data.

Table 6-10. Wrap-up of common_nonsnoop_afeu

Field	Value / Type	Description
common_nonsnoop_afeu[1]	0x103000050	AFEU, re-use context, dump context, prevent permute
LEN_1	Length	Place holder
PTR_1	Pointer	Place holder
LEN_2	Length	Place holder
PTR_2	Pointer	Place holder
LEN_3	Length	Place holder
PTR_3	Pointer	Place holder
LEN_4	Length	Length of data to be read and permuted
PTR_4	Pointer	Pointer to data in memory
LEN_5	Length	Length of data to be written after permutation
PTR_5	Pointer	Pointer to memory buffer for write back
LEN_6	Length	Length of S-Box context to be written after permutation (always 259 bytes)
PTR_6	Pointer	Pointer to memory for write back of S-box context
LEN_7	Length	Unused
PTR_7	Pointer	Unused
PTR_NEXT	Pointer	Pointer to Next Descriptor

[1] **DELETE THIS FOOTNOTE**

Table 6-11 shows how the common_nonsnoop_afeu descriptor can resume permutation with an existing context, rather than generating a context directly from a key. This descriptor can be considered an alternate to the descriptor shown in Table 6-8. Table 6-9 and Table 6-10 can follow Table 6-11, just as they did Table 6-8.

Table 6-11. Actual Descriptor common_nonsnoop_afeu

Field	Value / Type	Description
common_nonsnoop_afeu[1]	0x105000050	AFEU, context from FIFO, don't dump context, prevent permute
LEN_1	Length	Place holder
PTR_1	Pointer	Place holder
LEN_2	Length	Length of ARC-4 context (always 259 bytes)
PTR_2	Pointer	Pointer to ARC-4 context
LEN_3	Length	Place holder

Table 6-11. Actual Descriptor common_nonsnoop_afeu

Field	Value / Type	Description
PTR_3	Pointer	Place holder
LEN_4	Length	Length of data to be read and permuted
PTR_4	Pointer	Pointer to data in memory
LEN_5	Length	Length of data to be written after permutation
PTR_5	Pointer	Pointer to memory buffer for write back
LEN_6	Length	Unused
PTR_6	Pointer	Unused
LEN_7	Length	Unused
PTR_7	Pointer	Unused
PTR_NEXT	Pointer	Pointer to Next Descriptor

[1] common_nonsnoop_afeu fetches an existing context through the AFEU Input FIFO and uses this context to permute the first block of data.

6.4.2 Dynamic Descriptors

In a typical networking environment, packets from innumerable sessions can arrive randomly. The host must determine which security association applies to the current packet and encrypt or decrypt without any knowledge of the security association of the previous or next packet. This situation calls for the use of dynamic descriptors.

When under dynamic assignment, an EU must be used under the assumption that a different crypto-channel (with a different context) may have just used the EU and that another crypto-channel (with yet another context) may use that EU immediately after the current crypto-channel has released the EU. Therefore, for dynamic-assignment use, there is a set of data packet descriptors defined that sets up the appropriate context, performs the cipher function, and then saves the context to system memory.

The descriptor shown in Table 6-12 completely sets up the DEU and MDEU for an encryption operation; loads the HMAC and symmetric keys, context, and data; writes the permuted data back to memory; and writes the HMAC and any altered context (IV) back to memory. (This may be necessary when DES is operating in CBC mode with implicit IV.) Upon completion of the descriptor, the DEU and MDEU is cleared and released.

Table 6-12. Descriptor_HMAC_Snoop_Non_AFEU

Field	Value / Type	Description
HMAC_Snoop_Non_AFEU	0x2073FC20	Typical IPSec descriptor. With 3DES-HMAC-SHA-1
LEN_1	Length	Number of bytes of HMAC key to be written
PTR_1	Pointer	Pointer to HMAC key

Table 6-12. Descriptor_HMAC_Snoop_Non_AFEU

Field	Value / Type	Description
LEN_2	Length	Number of bytes data to be processed for HMAC
PTR_2	Pointer	Pointer to start of HMAC data
LEN_3	Length	Number of bytes of symmetric key
PTR_3	Pointer	Pointer to symmetric key
LEN_4	Length	Number of bytes of symmetric IV
PTR_4	Pointer	Pointer to symmetric IV
LEN_5	Length	Length of data to be read and permuted
PTR_5	Pointer	Pointer to data in memory
LEN_6	Length	Length of data to be written after permutation
PTR_6	Pointer	Pointer to memory buffer for write back
LEN_7	Length	Length of HMAC to be written to memory
PTR_7	Pointer	Pointer to memory buffer for HMAC
PTR_NEXT	Pointer	Pointer to Next Descriptor

Chapter 7
Crypto-Channels

A crypto-channel manages data associated with the one of more execution units (EUs) on the MPC184. Control and data information for a given task is stored in the form of 16 32-bit word descriptors in system memory or in the crypto-channel itself. The descriptor describes how the EU should be initialized, where to fetch the data to be ciphered and where to store the ciphered data the EU outputs. Through a series of requests to the controller, the crypto-channel decodes the contents of the descriptors to perform the following functions:

- Request assignment of one or more of the several EUs on the MPC184 for the exclusive use of the channel.
- Automatically initialize mode registers in the assigned EU upon notification of completion of the EU reset sequence.
- Transfer data packets (up to 32K bytes) from system memory (PCI Read) into assigned EU input registers and FIFOs (EU Write).
- Transfer data packets (up to 32K bytes) from assigned EU output registers and FIFOs (EU Read) to system memory space (PCI Write).
- Automatically initialize the key size register in the assigned EU after requesting a write to EU key address space.
- Automatically initialize data size register in the assigned EU before requesting a write to EU FIFO address space.
- Automatically initialize the EU_GO register (where applicable) in the assigned EU upon completion of last EU write indicated by the descriptor. The channel will wait for a indication from the EU that processing of input data is complete before proceeding with further activity after writing EU_GORequest assignment of the MDEU when the descriptor header calls for multi-operation processing. The MDEU will be configured to snoop input or output data intended for the primary assigned EU.
- Reset assigned EU(s).
- Release assigned EU(s).
- Automatically fetch the next descriptor from system memory and start processing, when chaining is enabled. Descriptor chains can be of unlimited size
- Provide feedback to host, via interrupt, when a descriptor, or a chain of descriptors, has been completely processed.

- Provide feedback to host, via modified descriptor header write back to system memory, when a descriptor, or a chain of descriptors, has been completely processed.
- Provide feedback to host, via interrupt, when descriptor processing is halted due to an error.
- Detect static assignment of EU(s) by the controller and alter descriptor processing flow to skip EU Request and EU Release steps. The channel will also automatically reset the EU_DONE interrupt after receiving indication that processing of input data has been completed by the EU.

The channel will wait indefinitely for the controller to complete a requested activity before continuing to process a descriptor.

NOTE:

The Crypto-Channel register mapping of the MPC184 is different from that of the MPC190 and MPC185. The active portion of MPC184 Crypto-Channel Registers is typically 0x0+4 when compared to the MPC190 and MPC185. Exact register addresses are shown in the Crypto-Channel Register figures within this section.

7.1 Crypto-Channel Registers

Each crypto-channel contains the following registers:

- Crypto-Channel Configuration Register (CCCR)
- Crypto-Channel Pointer Status Register (CCPSR)
- Current Descriptor Pointer Register (CDPR)
- Fetch Register (FR)
- Descriptor Buffer Register (DBR)

7.1.1 Crypto-Channel Configuration Register (CCCR)

This register contains five operational bits permitting configuration of the crypto-channel as shown in Figure 7-1. Table 7-1 describes the CCCR.

31	0
Field	Reserved
Reset	0
R/W	R/W
Addr	Channel_1 0x02008, Channel_2 0x03008, Channel_3 0x04008, Channel_4 0x05008

31	11	10	8	7	5	4	3	2	1	0
Field	Reserved		Burst Size	Reserved		WE	NE	NT	CDIE	R
Reset	0000_0200									
R/W	R/W									
Addr	Channel_1 0x0200C, Channel_2 0x0300C, Channel_3 0x0400C, Channel_4 0x0500C									

Figure 7-1. Crypto-Channel Configuration Register

Table 7-1. Crypto-Channel Configuration Register Signals

Bits	Name	Reset Value	Description
31:11	Reserved	0	Reserved, set to zero
10:8	Burst Size	010	The MPC184 implements flow control to allow larger than FIFO sized blocks of data to be processed with a single key/IV. The channel programs the various execution units to advise on space or data available in the FIFO via this field. The size of the burst is given in Table 7-2.
7:5	Reserved	0	Reserved, set to zero
4	WRITEBACK_ENABLE	0	Writeback_Enable. This bit determines if the crypto-channel is allowed to notify the host of the completion of descriptor processing by setting (writing back) a DONE bit in the descriptor header. This enables the host to poll the memory location of the original descriptor header to determine if that descriptor has been completed. 0 Descriptor header writeback notification is disabled. 1 Descriptor header writeback notification is enabled. Header writeback notification will occur at the end of every descriptor if NOTIFICATION_TYPE is set to end-of-descriptor and Writeback_Enable is set. Writeback will occur only after the last descriptor in the chain (Next Descriptor Pointer is NIL) if NOTIFICATION_TYPE is set to end-of-chain. WARNING The MPC184 is capable ONLY of performing initiator write cycles to 64-bit-word aligned addresses. Enabling header writeback when the MPC184 fetches a descriptor from a non-aligned location will yield unpredictable results.

Table 7-1. Crypto-Channel Configuration Register Signals (continued)

Bits	Name	Reset Value	Description
3	NEXT_ENABLE	0	Fetch Next Descriptor Enable. This bit determines if the crypto-channel is allowed to request a transfer of the next descriptor, in a multi-descriptor chain, into its descriptor buffer. 0 Disable fetching of next descriptor when crypto-channel has finished processing the current one. 1 Enable fetching of next descriptor when crypto-channel has finished processing the current one. The address of the next descriptor in a multi-descriptor chain is either the contents of the next descriptor pointer in the descriptor buffer or the contents of the fetch register. Only if both of these registers are NIL upon completion of the descriptor currently being processed will that descriptor be considered the end of the chain.
2	NOTIFICATION_TYPE	0	Channel DONE Notification Type. This bit controls when the crypto-channel will generate Channel DONE Notification. 0 End-of-chain: The crypto-channel will generate channel done notification (if enabled) when it completes the processing of the last descriptor in a descriptor chain. The last descriptor is identified by having NIL loaded into both the next descriptor pointer in the descriptor buffer and the fetch register. 1 End-of-descriptor: The crypto-channel will generate channel done notification (if enabled) at the end of every data descriptor it processes Channel DONE notification can take the form of an interrupt or modified header writeback or both, depending on the state of the INTERRUPT_ENABLE and WRITEBACK_ENABLE control bits.
1	CDIE	0	Channel DONE Interrupt Enable. This bit determines whether or not the crypto-channel is allowed to assert interrupts to notify the host that the channel has completed descriptor processing. 0 Channel Done interrupt disabled 1 Channel Done interrupt enabled When CDIE is set, the NOTIFICATION_TYPE control bit determines when the CHANNEL_DONE interrupt is asserted. Channel error interrupts are asserted as soon as the error is detected. Refer to Section 7.2, “Interrupts,” for complete description of crypto-channel interrupt operation.
0	RESET	0	Reset Crypto-Channel. This bit allows the crypto-channel to be software reset. 0 Automatically cleared by the crypto-channel when reset sequence is complete. Refer to Section 7.2.3, “Channel Reset,” for complete description of crypto-channel reset operation. 1 Reset the registers and internal state of the crypto-channel, any EU assigned to the crypto-channel and the controller state associated with the crypto-channel.

Table 7-2 defines the burst size according to the value displayed in bits 10 through 8.

Table 7-2. Burst Size Definition

Value	Number of 32bit Dwords in Burst
000	2
001	8
010	16
011	24
100	32
101	40
110	48
111	64

7.1.2 Crypto-Channel Pointer Status Registers (CCPSR)

These registers contains status fields and counters which provide the user with status information regarding the channel's actual processing of a given descriptor.

CCSPR 1 provides information regarding the state machine of the Crypto-Channel.

	31 … 8	7 … 0
Field	Reserved	State
Reset	0	
R/W	R	
Addr	Channel_1 0x02010, Channel_2 0x03010, Channel_3 0x04010, Channel_4 0x05010	

Figure 7-2. Crypto-Channel Pointer Status Register 1

Table 7-3 describes the Crypto-Channel Pointer Status Register 1fields.

Table 7-3. Crypto-Channel Pointer Status Register 1Signals

Bits	Name	Reset Value	Description
31:8	Reserved	0	Reserved, set to zero
7:0	STATE	0	State of the crypto-channel state machine. This field reflects the state of the crypto-channel control state machine. The value of this field indicates exactly which stage the crypto-channel is in the sequence of fetching and processing data descriptors. Table 7-4 shows the meaning of all possible values of the STATE field. **Note:** State is documented for information only. The User will not typically care about the crypto-channel state machine.

Table 7-4 shows the values of crypto-channel states.

Table 7-4. STATE Field Values

Value	Crypto-Channel State
0x00	Idle
0x01	Process_header
0x02	Fetch_descriptor
0x03	Channel_done
0x04	Channel_done_irq
0x05	Channel_done_writeback
0x06	Channel_done_notification
0x07	Channel_error
0x08	Request_pri_eu
0x09	Inc_data_pair_pointer
0x0A	Delay_data_pair_update
0x0B	Evaluate_data_pairs
0x0C	Write_reset_pri
0x0D	Release_pri_eu
0x0E	Write_reset_sec
0x0F	Release_sec_eu
0x10	Process_data_pairs
0x11	Write_mode_pri
0x12	Write_mode_sec
0x13	Write_datasize_pri
0x14	Delay_rng_done
0x15	Write_datasize_sec_multi_eu_in
0x16	Trans_request_read_multi_eu_in
0x17	Delay_pri_sec_done
0x18	Trans_request_read
0x19	Write_key_size
0x1A	Write_eu_go
0x1B	Delay_pri_done
0x1C	Write_reset_irq_pri
0x1D	Write_reset_irq_sec
0x1E	Write_datasize_sec_snoopout
0x1F	Trans_request_write_snoopout

Table 7-4. STATE Field Values (continued)

Value	Crypto-Channel State
0x20	Delay_sec_done
0x21	Trans_request_write
0x22	Evaluate_reset
0x23	Reset_write_reset_pri
0x24	Reset_release_pri_eu
0x25	Reset_write_reset_sec
0x26	Reset_release_sec_eu
0x27	Reset_channel
0x28	Write_datasize_pri_post
0x29	Reset_release_all
0x2A	Reset_release_all_delay
0x2B	Request_sec_eu
0x2C	Write_datasize_sec
0x2D	Write_pri_eu_go_multi_eu_out
0x2E	Write_sec_eu_go_multi_eu_out
0x2F	Write_pri_eu_go_multi_eu_in
0x30	Write_sec_eu_go_multi_eu_in
0x31	Write_datasize_pri_delay
0x32	Wait_AFEU_Done
0x33- 0xFF	Reserved

CCSPR 2 provides additional information regarding the state machine of the Crypto-Channel.

	31 27	26	25	24	23	22	21	20	19	18	17	16	15 8	7 0
Field	Reserved	Stat	MI	MO	PR	SR	PG	SG	PRD	SRD	PD	SD	Error	PAIR_PTR
Reset	0													
R/W	R													
Addr	Channel_1 0x02014, Channel_2 0x03014, Channel_3 0x04014, Channel_4 0x05014													

Figure 7-3. Crypto-Channel Pointer Status Register 2

Table 7-5 describes the Crypto-Channel Pointer Status Register 2 fields.

Table 7-5. Crypto-Channel Pointer Status Register 2 Signals

Bits	Name	Reset Value	Description
31:27	Reserved	0	Reserved, set to zero
26	Static	0	Crypto-Channel Static Mode Enable. 0 Crypto-channel is operating in dynamic mode. 1 Crypto-channel is operating in static mode. The STATIC bit is set when descriptor processing is initiated and the EUs indicated in the descriptor header register are already assigned to the channel. This bit is cleared when descriptor processing is initiated for the next descriptor and no EUs are assigned to the channel.
25	Multi_EU_IN	0	Multi_EU_IN. The Multi_EU_IN bit reflects the type of snooping the channel will perform, as programmed by the “Snoop Type” bit in the descriptor header. 0 Data input snooping by secondary EU disabled. 1 Data input snooping by secondary EU enabled.
24	Multi_EU_OUT	0	Multi_EU_OUT. The Multi_EU_OUT bit reflects the type of snooping the channel will perform, as programmed by the “Snoop Type” bit in the descriptor header. 0 Data output snooping by secondary EU disabled. 1 Data output snooping by secondary EU enabled.
23	PRI_REQ	0	Request primary EU assignment. 0 Primary EU Assignment Request is inactive. 1 The crypto-channel is requesting assignment of primary EU to the channel. The channel will assert the EU request signal indicated by the op0 field in the Descriptor Header register as long as this bit remains set. The PRI_REQ bit is set when descriptor processing is initiated in dynamic mode and the Op_0 field in the descriptor header contains a valid EU identifier. This bit is cleared when the request is granted, which will be reflected in the status register by the setting the PRI_GRANT bit.
22	SEC_REQ	0	Request secondary EU assignment. 0 Secondary EU Assignment Request is inactive. 1 The crypto-channel is requesting assignment of secondary EU to the channel. The channel will assert the EU request signal indicated by the Op_1 field in the descriptor header register as long as this bit remains set. The SEC_REQ bit is set when descriptor processing is initiated in dynamic mode and the Op_1 field in the descriptor header contains a valid EU identifier. This bit is cleared when the request is granted, which will be reflected in the status register by the setting the SEC_GRANT bit.
21	PRI_GRANT	0	Primary EU granted. The PRI_GRANT bit reflects the state of the EU grant signal for the requested primary EU from the controller. 0 The primary EU grant signal is inactive. 1 The EU grant signal is active indicating the controller has assigned the requested primary EU to the channel.

Table 7-5. Crypto-Channel Pointer Status Register 2 Signals (continued)

Bits	Name	Reset Value	Description
20	SEC_GRANT	0	Secondary EU granted. The SEC_GRANT bit reflects the state of the EU grant signal for the requested secondary EU from the controller. 0 The secondary EU grant signal is inactive. 1 The EU grant signal is active indicating the controller has assigned the requested secondary EU to the channel.
19	PRI_RESET_DONE	0	Primary EU reset done. The PRI_RST_DONE bit reflects the state of the reset done signal from the assigned primary EU. 0 The assigned primary EU reset done signal is inactive. 1 The assigned primary EU reset done signal is active indicating its reset sequence has completed and it is ready to accept data.
18	SEC_RESET_DONE	0	Secondary EU reset done. The SEC_RST_DONE bit reflects the state of the reset done signal from the assigned secondary EU. 0 The assigned secondary EU reset done signal is inactive. 1 The assigned secondary EU reset done signal is active indicating its reset sequence has completed and it is ready to accept data.
17	PRI_DONE	0	Primary EU done. The PRI_DONE bit reflects the state of the done interrupt from the assigned primary EU. 0 The assigned primary EU done interrupt is inactive. 1 The assigned primary EU done interrupt is active indicating the EU has completed processing and is ready to provide output data.
16	SEC_DONE	0	Secondary EU done. The SEC_DONE bit reflects the state of the done interrupt from the assigned secondary EU. 0 The assigned secondary EU done interrupt is inactive. 1 The assigned secondary EU done interrupt is active indicating the EU has completed processing and is ready to provide output data.
15:8	ERROR	0	Crypto-channel error status. This field reflects the error status of the crypto-channel. When a channel error interrupt is generated, this field will reflect the source of the error. The bits in the ERROR field are registered at specific stages in the descriptor processing flow. Once registered, an error can only be cleared only by resetting the crypto-channel or writing the appropriate registers to initiate the processing of a new descriptor. Table 7-6 lists the conditions which can cause a crypto-channel error and how they are represented in the ERROR field.
7:0	PAIR_PTR	7	Descriptor buffer register length/pointer pair. This field indicates which of the length/pointer pairs are currently being processed by the channel. Table 7-7 shows the meaning of all possible values of the PAIR_PTR field.

Table 7-6 shows the bit positions of each potential error. Multiple errors are possible.

Table 7-6. Crypto-Channel Pointer Status Register Error Field Definitions

Value	Error
b00000000	No error detected
bxxxxxxx1	EU error detected. An EU assigned to this channel has generated an error interrupt. This error may also be reflected in the controller's interrupt status register.

Table 7-6. Crypto-Channel Pointer Status Register Error Field Definitions

Value	Error
bxxxxxx1x	Static assignment error. Either the channel is statically assigned, but not to an EU requested by the descriptor, or the dynamic assignment request is unfillable because all suitable EUs are otherwise statically assigned.
bxxxxx1xx	Illegal descriptor header
bxxxx1xxx	Parity/System error. When enabled in by the PCI Command Register (Table 4-1 on page 4-3), any parity or system error detected on the PCI bus by the controller on behalf of this channel will cause this bit to be set.
bxxx1xxxx	Pointer not complete. Caused by an invalid write to the next descriptor register in the descriptor buffer, or to the fetch register.
bxx1xxxxx	Reserved
bx1xxxxxx	Reserved
b1xxxxxxx	Reserved

NOTE

EU error bit (ERROR[0]) can only be cleared by first clearing the error source in the assigned EU which caused it to be set.

Table 7-7 shows the possible values of the PAIR_PTR field in CCPSR 2.

Table 7-7. Crypto-Channel Pointer Status Register PAIR_PTR Field Values

Value	Error
0x01	Processing Header/Length/Pointer Pair 1
0x02	Processing Length/Pointer Pair 2
0x03	Processing Length/Pointer Pair 3
0x04	Processing Length/Pointer Pair 4
0x05	Processing Length/Pointer Pair 5
0x06	Processing Length/Pointer Pair 6
0x07	Complete (or not yet begun) processing of Header and Length/Pointer pairs
0x08-FF	Reserved

7.1.3 Crypto-Channel Current Descriptor Pointer Register (CDPR)

The CDPR, shown in Figure 7-4, contains the address of the descriptor which the crypto-channel is currently processing. This register, along with the PAIR_PTR in the CCPSR, can be used to determine if a new descriptor can be safely inserted into a chain of descriptors.

	31	0
Field	Reserved	
Reset	0x0000_0000	
R/W	R	
Addr	Channel_1 0x02040, Channel_2 0x03040, Channel_3 0x04040, Channel_4 0x05040	

	31	0
Field	Current Descriptor Pointer Address	
Reset	0x0000_0000	
R/W	R	
Addr	Channel_1 0x02044, Channel_2 0x03044, Channel_3 0x04044, Channel_4 0x05044	

Figure 7-4. Crypto-Channel Current Descriptor Pointer Register

The bits in the current descriptor pointer register perform the functions described in Table 7-8.

Table 7-8. Crypto-Channel Current Descriptor Pointer Register Signals

Bits	Name	Reset Value	Description
31:0	CUR_DES_PTR_ADRS	0	Pointer to system memory location of the current descriptor. This field reflects the starting location in system memory of the descriptor currently loaded into the DB. This value is updated whenever the crypto-channel requests a fetch of a descriptor from the controller. Either the value of the fetch register or of Dword 16 of the DB is transferred to the current descriptor pointer register immediately after the fetch is completed. This address will be used as destination of the write back of the modified header Dword, if header writeback notification is enabled. If a descriptor is written directly into the descriptor buffer, the host is responsible for writing a meaningful pointer value into the CURRENT_DESCRIPTOR_POINTER field.

7.1.4 Fetch Register (FR)

The FR, displayed in Figure 7-5, contains the address of the first byte of a descriptor to be processed. In typical operation, the host CPU will create a descriptor in memory containing all relevant mode and location information for the MPC184, and then “launch” the MPC184 by writing the address of the descriptor to the fetch register.

Writes to the FR, while the channel is already processing a different descriptor, will be registered and held pending until the channel finishes processing the current descriptor or chain of descriptors. When the end of the current descriptor or chain of descriptors is reached, the descriptor pointed to by the FR will be treated as the next descriptor in a multi-descriptor chain. In this case, the FR must be written to before the channel begins end of descriptor notification. If the register is written after notification has begun, the descriptor will not be considered part of the

current chain and will be fetched as a new stand alone descriptor or start of chain after the notification process has completed.

In summary, a channel is initiated by a direct write to the FR, and the channel always checks the FR before determining if it has truly reached the end of a chain.

NOTE

End of descriptor notification consists of modified header writeback or channel DONE interrupt. The fetch address must be modulo-8 aligned if writeback is enabled as the method of DONE notification.

	31	0
Field	Reserved	
Reset	0x0000_0000	
R/W	R/W	
Addr	Channel_1 0x02048, Channel_2 0x03048, Channel_3 0x04048, Channel_4 0x05048	

	31	0
Field	Fetch Address	
Reset	0x0000_0000	
R/W	R/W	
Addr	Channel_1 0x0204C, Channel_2 0x0304C, Channel_3 0x0404C, Channel_4 0x0504C	

Figure 7-5. Fetch Register

Table 7-9 describes the fetch register signals.

Table 7-9. Fetch Register Signals

Bits	Name	Reset Value	Description
31:0	FETCH ADRS	0x0000_0000	Pointer to system memory location of a descriptor the host wants the MPC184 to fetch.

7.1.5 Descriptor Buffer (DB)

The descriptor buffer (DB) actually consists of 16 Dword aligned registers, and contains the current descriptor being processed by the crypto-channel. This field is R/W enabled, however in typical operation, the DB is filled by a write from the MPC184 controller, acting as an initiator on the PCI bus. (In host controlled mode, the host processor can write the entire descriptor to the DB rather than creating the descriptor in memory.)

The first dword of the DB contains the header of the descriptor under processing, and the length of the first item to be fetched. The DB uses information in the descriptor header to request and program other on-chip resources in order to complete the required security operation.

Words 2–15 contain fields for data length/data pointer pairs. Each pair consists of a length register, which specifies the size if the data in bytes, and a pointer register which specifies the address of the first byte of the data in system memory space.

Word 16 contains an extra register referred to as the “Next Descriptor Pointer” register, which contains a pointer to the ‘next descriptor’ to be processed, if any. The pointer is set to zero for a single descriptor or the end of a multi-descriptor chain. A descriptor is considered DONE only when the contents of word 16 have been processed by the channel. Additional information on the descriptor format and field values can be found in Chapter 6, “MPC184 Descriptors.”

7.1.5.1 Descriptor Header

	31 … 0
080	Descriptor Header
084	Length 1 (ex. Key Length)
088	Pointer 1 (ex. Key Location)
08C	Length 2 (
090	Pointer 2
094	Length 3
098	Pointer 3
09C	Length 4
0A0	Pointer 4
0A4	Length 5
0A8	Pointer 5
0AC	Length 6
0B0	Pointer 6
0B4	Length 7
0B8	Pointer 7
0BC	Next Descriptor Pointer
Address	Channel_1 0x02080, Channel_2 0x03080, Channel_3 0x04080, Channel_4 0x05080

Figure 7-6. Data Packet Descriptor Buffer

Descriptors are created by the host to guide the MPC184 through required crypto-graphic operations. The descriptor header defines the operations to be performed, mode for each operation, and internal addressing used by the controller and channel for internal data movement. The MPC184 device drivers allow the host to create proper headers for each crypto-graphic operation. See Chapter 6, “MPC184 Descriptors” for a full description of the descriptor header.

7.1.5.2 Descriptor Length/Pointer Pairs

The length and pointer fields represent one of seven data length/pointer pairs. Each pair defines a block of data in system memory. The length field gives the length of the block in bytes. The maximum allowable number of bytes is 32K bytes. A value of zero loaded into the length field indicates that this length/pointer pair should be skipped and processing continue with the next pair.

The pointer field contains the address, in PCI address space, of the first byte of the data block. Transfers from the PCI bus with the pointer address set to zero will have the length value written to the EU, and no data fetched from the PCI bus.

7.1.5.3 Next Descriptor Pointer

Following the length/pointer pairs is the ‘Next Descriptor’ field, which contains the pointer to the next descriptor in memory. Upon completion of processing of the current descriptor, this value, if non-zero, is used to request a PCI burst read of the next-data-packet descriptor. This automatic load of the next descriptor is referred to as descriptor chaining. Chapter 6, “MPC184 Descriptors” contains a full description of the next descriptor pointer.

NOTE

The next descriptor pointer address must be modulo-8 aligned if writeback is enabled as the method of DONE notification.

7.2 Interrupts

The crypto-channel can assert both DONE and ERROR interrupts to the controller. When the interrupt generation conditions have been met, the crypto-channel will assert the appropriate interrupt. The status of the registered crypto-channel interrupts are available in the controller interrupt status register. The registered interrupts can be cleared by writing to the controller interrupt clear register. The source of an interrupt should first be cleared, otherwise the interrupt will return. The crypto-channel does not have an internal interrupt mask bit and interrupts are always asserted to the controller. The controller can be programmed to mask channel interrupts to the host via its interrupt mask register (IMR). See Section 8.1.3, “Interrupt Mask Registers (IMR).”

7.2.1 Channel Done Interrupt

The Channel DONE Interrupt is generated when the crypto-channel has completed processing of a single descriptor or the end of a Chain of descriptors and the Channel DONE Interrupt Enable bit in the CCCR (see Figure 7-1 on page 7-3) is set. Which one of these conditions is responsible for the interrupt depends upon the state of the NOTIFICATION_TYPE bit in the control register, or the DONE_NOTIFICATION_FLAG in the descriptor header.

7.2.2 Channel Error Interrupt

The Channel Error Interrupt is generated when an error condition occurs during descriptor processing. The channel error interrupt will be asserted as soon as the error condition is detected. The type of error condition is reflected in the ERROR field of the Crypto-Channel Pointer Status Register (CCPSR). Refer to Table 7-6 for a complete listing of error types.

7.2.3 Channel Reset

There are two ways to reset the crypto-channel:

- Asynchronous hardware reset
- Software reset

The implications of the two reset methods are described in the following sections:

7.2.3.1 Hardware Reset

The RESET# pin clears all MPC184 registers, including those in the channels, and initializes them to their reset values. Writing the software reset bit in the master control register (Section 8.1.7, “Master Control Registers (MCR)”) has the same effect on the crypto-channels as a hardware reset.

7.2.3.2 Channel Specific Software Reset

Software reset is asserted when the host sets the RESET bit in the Crypto-Channel Configuration Register (CCCR). The effect of software reset on the channel varies according to what the channel is doing when the bit is set:

- If the RESET bit is set while the crypto-channel is requesting a EU assignment from the controller, the crypto-channel will cancel its request by asserting the release output signals. The crypto-channel will then reset all the registers, clear the RESET bit and return the control state machine to the idle state.
- If the RESET bit is set after the crypto-channel has been dynamically assigned a EU, the channel will request a write from the controller to set the software reset bit of the EU. A write to reset the secondary (MDEU) EU will also be requested if one has been reserved for snooping. The crypto-channel will then assert the appropriate release output signal to notify the controller that the channel has finished with the reserved EU(s). The crypto-channel will then reset all the registers, clear the RESET bit and return the control state machine to the idle state.
- Setting the RESET bit in the control register while channel is statically assigned to a EU with not cause the channel to reset the assigned EU. It is the hosts responsibility to reset the assigned EU in this case.

NOTE

The CCCR and the descriptor buffer registers remain unchanged after software reset.

Chapter 8
Controller

The controller of the MPC184 is responsible for overseeing the operations of the execution units (EUs), the interface to the host processor, and the management of the crypto-channels. The controller interfaces to the host via the PCI bus interface and to the channels and EUs via internal buses. All transfers between the host and the EUs are moderated by the controller. Some of the main functions of the controller are as follows:

- Arbitrate and control accesses to the PCI bus
- Control the internal bus accesses to the EUs
- Arbitrate and assign EUs to the crypto-channels
- Monitor interrupts from channels and pass to host
- Realign initiator read data to dword boundary

8.1 Controller Registers

The Controller contains the following registers, which are described in detail in the following sections.

- EU Assignment Control Register
- EU Assignment Status Register
- Interrupt Mask Register
- Interrupt Status Register
- Interrupt Clear Register
- ID Register
- Master Control Register

8.1.1 EU Assignment Control Register (EUACR)

This register, shown in Figure 8-1, is used to make a static assignment of a EU to a particular crypto-channel. When assigned in this fashion, the EU is inaccessible to any other crypto-channel.

	31–28	27–24	23–20	19–16	15–12	11–8	7–4	3–0
Field	Reserved	AFEU	Reserved	MDEU	Reserved	PKEU	Reserved	RNG
Reset	0xF	0x0	0xF	0x0	0xF	0x0	0xF	0x0
R/W	R/W							
Addr	0x 01000							

	31–12	11–8	7–4	3–0
Field	Reserved	AESU	Reserved	DEU
Reset	0x00FFF	0x0	0xF	0x0
R/W	R/W			
Addr	0x 01004			

Figure 8-1. EU Assignment Control Register

Table 8-1. Channel Assignment Value

Value	Channel
0x0	No channel assigned
0x1	Channel 1
0x2	Channel 2
0x3	Channel 3
0x4	Channel 4
0x5-0xE	Undefined
0xF	Unavailable

NOTE

Writing any of the defined values shown in Table 8-1 to any of the fields in the EU assignment control register statically assigns the EU to that specific channel. To release, the host must write 0x0 to the specified EU field of the EUACR.

8.1.2 EU Assignment Status Register (EUASR)

The EUASR, displayed in Figure 8-2, is used to check the assignment status (static or dynamic) of an EU to a particular crypto-channel. When an EU is already assigned, it is inaccessible to any other crypto-channel.

A four-bit field (see Table 8-1) indicates the channel to which an EU is assigned, whether statically or dynamically.

	31–28	27–24	23–20	19–16	15–12	11–8	7–4	3–0
Field	Reserved	AFEU	Reserved	MDEU	Reserved	PKEU	Reserved	RNG
Reset	0xF	0x0	0xF	0x0	0xF	0x0	0xF	0x0
R/W	R/W							
Addr	0x 01028							

	31–12	11–8	7–4	3–0
Field	Reserved	AESU	Reserved	DEU
Reset	0x00FFF	0x0	0xF	0x0
R/W	R/W			
Addr	0x 0102C			

Figure 8-2. EU Assignment Status Register

8.1.3 Interrupt Mask Registers (IMR)

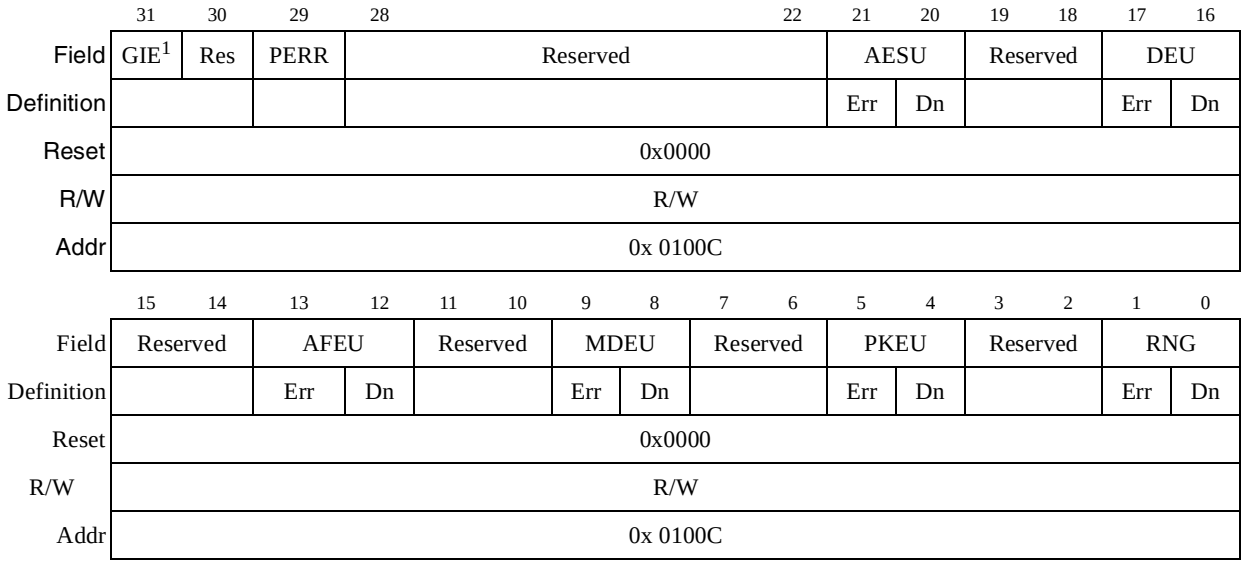
The MPC184 controller generates the single interrupt output from all possible interrupt sources. These sources can be masked by the Interrupt Mask Registers. If unmasked, the interrupt source value, when active, is captured into the interrupt status register. Figure 8-3 and Figure 8-4 shows the bit positions of each potential interrupt source. Each interrupt source is individually masked by setting it's corresponding bit.

A complete definition of the bits that can be masked by these registers is shown in Figure 8-3 and Figure 8-4.

	31–27	26	25	24	23–16
Field	Reserved	In_ Ab	TA_ ERR	RTY	Reserved
Definition					
Reset	0x0000				
R/W	R/W				
Addr	0x 01008				

	15–12	11	10	9	8	7	6	5	4	3	2–0
Field	Reserved	CHN_4		CHN_3		CHN_2		CHN_1		A-Err	Reserved
Definition		Err	Dn	Err	Dn	Err	Dn	Err	Dn		
Reset	0x0000										
R/W	R/W										
Addr	0x 01008										

Figure 8-3. Interrupt Mask Register 1 (IMR1)



	31	30	29	28	22	21	20	19	18	17	16
Field	GIE[1]	Res	PERR	Reserved		AESU		Reserved		DEU	
Definition						Err	Dn			Err	Dn
Reset	0x0000										
R/W	R/W										
Addr	0x 0100C										

	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Field	Reserved		AFEU		Reserved		MDEU		Reserved		PKEU		Reserved		RNG	
Definition			Err	Dn			Err	Dn			Err	Dn			Err	Dn
Reset	0x0000															
R/W	R/W															
Addr	0x 0100C															

Figure 8-4. Interrupt Mask Register 2 (IMR2)

1 IMR2[31] is reserved in the PPC184VF and the PPC184VFA. Starting with the MPC184VFB, bit 31 is the global interrupt enable bit in IMR2.

8.1.4 Interrupt Status Registers (ISR)

The ISR contains fields representing all possible sources of interrupts. The Interrupt Status Register is cleared either by a reset, or by writing the appropriate bits active in the Interrupt Clear Register. Figure 8-5 and Figure 8-6 shows the bit positions of each potential interrupt source.

A complete definition of the signal states reported by this register is shown in Figure 8-5 and Figure 8-6.

	31–27	26	25	24	23–16
Field	Reserved	In_ Ab	TA_ ERR	RTY	Reserved
Definition					
Reset	0x0000				
R/W	R/W				
Addr	0x 01010				

	15–12	11	10	9	8	7	6	5	4	3	2–0
Field	Reserved	CHN_4		CHN_3		CHN_2		CHN_1		A-Err	Reserved
Definition		Err	Dn	Err	Dn	Err	Dn	Err	Dn		
Reset	0x0000										
R/W	R/W										
Addr	0x 01010										

Figure 8-5. Interrupt Status Register 1 (ISR1)

	31	30	29	28–22	21	20	19	18	17	16
Field	GIE[1]		PERR	Reserved	AESU		Reserved		DEU	
Definition					Err	Dn			Err	Dn
Reset	0x0000									
R/W	R/W									
Addr	0x 01014									

	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Field	Reserved		AFEU		Reserved		MDEU		Reserved		PKEU		Reserved		RNG	
Definition			Err	Dn			Err	Dn			Err	Dn			Err	Dn
Reset	0x0000															
R/W	R/W															
Addr	0x 01014															

Figure 8-6. Interrupt Status Register 2 (ISR2)

1 ISR2[31] is reserved in the PPC184VF and the PPC184VFA. Starting with the MPC184VFB, bit 31 is the global interrupt enable bit in ISR2.

8.1.5 Interrupt Clear Register (ICR)

The Interrupt Control Register provides a means of clearing the Interrupt Status Register. When a bit in the ICR is written with a 1, the corresponding bit in the ISR is cleared, clearing the interrupt output pin $\overline{\text{IRQ}}$ (assuming the cleared bit in the ISR is the only interrupt source). If the input source to the ISR is a steady-state signal that remains active, the appropriate ISR bit, and subsequently

$\overline{\text{IRQ}}$, will be reasserted shortly thereafter. Figure 8-7 and Figure 8-8 shows the bit positions of each interrupt source that can be cleared by this register. The complete bit definitions for the ICR can be found in Figure 8-7 and Figure 8-8

When an ICR bit is written, it will automatically clear itself one cycle later. That is, it is not necessary to write a “0” to a bit position which has been written with a “1.”

NOTE

Interrupts are registered and sent based upon the conditions which cause them. If the cause of an interrupt is not removed, the interrupt will return a few cycles after it has been cleared using the ICR.

	31–27	26	25	24	23–16
Field	Reserved	In_Ab	TA_ ERR	Rty	Reserved
Definition					
Reset	0x0000				
R/W	R/W				
Addr	0x 01018				

	15–12	11	10	9	8	7	6	5	4	3	2–0
Field	Reserved	CHN_4		CHN_3		CHN_2		CHN_1		A-Err	Reserved
Definition		Err	Dn	Err	Dn	Err	Dn	Err	Dn		
Reset	0x0000										
R/W	R/W										
Addr	0x 01018										

Figure 8-7. Interrupt Clear Register 1

	31	30	29	28	22	21	20	19	18	17	16
Field	Reserved		PERR	Reserved		AESU		Reserved		DEU	
Definition						Err	Dn			Err	Dn
Reset	0x0000										
R/W	R/W										
Addr	0x 0101C										

	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Field	Reserved		AFEU		Reserved		MDEU		Reserved		PKEU		Reserved		RNG	
Definition			Err	Dn			Err	Dn			Err	Dn			Err	Dn
Reset	0x0000															
R/W	R/W															
Addr	0x 0101C															

Figure 8-8. Interrupt Clear Register 2

Table 8-2 describes the signals for interrupt mask, status, and clear register 1.

Table 8-2. Interrupt Mask, Status, and Clear Register 1 Signals

Bits	Name	Reset Value	Description
31:27	Reserved	0	Reserved, set to zero.
26	In_Ab	0	Initiator abort error. No target claimed transaction
25	TA-Err	0	Target abort error interrupt. This interrupt is generated when the target aborts a MPC184-initiated PCI transfer.
24	Rty	0	This interrupt indicates the MPC184 has received too many retries on the PCI bus. This interrupt indicates that the maximum number of retries (as programmed in MCR [23:16]) was exceeded on the PCI bus. **Note:** PCI 2.2 does not require a bus master to monitor the number of retries it receives, however the system designer may chose to program the MPC184 MCR to interrupt if too many retries are received. Excessive retries may be an indication of a system problem.
23:12	Reserved	0	Reserved, set to zero.
11:4	CHN_Err_Dn	0	Each of the 4 channels has Error & Done bits. 0 No error detected. 1 Error detected. Indicates that execution unit status register must be read to determine exact cause of the error. 0 Not DONE. 1 DONE bit indicates that the interrupting channel has completed its operation.

Table 8-2. Interrupt Mask, Status, and Clear Register 1 Signals

Bits	Name	Reset Value	Description
3	A-Err	0	EU Assignment Error. This bit indicates that a static assignment of a EU was attempted on a EU which is currently in use. 0 No error detected. 1 EU Assignment Error detected.
2:0	Reserved	0	Reserved, set to zero.

Table 8-3. Interrupt Mask, Status, and Clear Register 2 Signals

Bits	Name	Reset Value	Description
31	GIE	0	Global Interrupt Enable (GIE). Starting with the MPC184VFB, the GIE bit reflects the individual interrupt source when the interrupt status register is enabled at reset. The GIE bit resets to disabled, it allows the user to selectively mask individual interrupt sources in the interrupt mask register before enabling the remaining unmasked interrupt sources. **Note:** This bit is reserved in the PPC184VF and the PPC184VFA.
30	Reserved	0	Reserved, set to zero.
29	PERR	0	Parity Error (bit 29): set when the MPC184 detects a slave data parity error.
28:22	Reserved	0	Reserved, set to zero.
Multiple	EU_Err_Dn	0	Each of the execution units has Error & Done bits. 0 No error detected. 1 Error detected. Indicates that execution unit status register must be read to determine exact cause of the error. 0 Not DONE. 1 DONE bit indicates that the interrupting EU has completed its operation. **Note:** It is recommended that EU Done bits be masked so that there is only an interrupt when a channel is done and not on intermediate EU done flags. Masking EU Done is performed in Figure 8-4., “Interrupt Mask Register 2 (IMR2)”
Multiple	Reserved	0	Reserved, set to zero.

8.1.6 ID Register

The Read-Only ID Register, displayed in Figure 8-9, contains a 32-bit value that uniquely identifies the version of the MPC184. The value of this register is always 0x0100_0000, indicating that this is the first version of the MPC184.

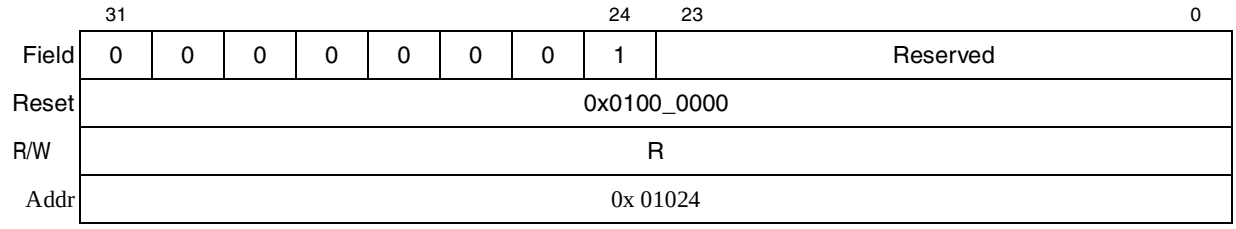


Figure 8-9. ID Register

8.1.7 Master Control Registers (MCR)

The MCR, shown in Figure 8-10, controls certain functions in the controller and provides a means for software to reset the MPC184.

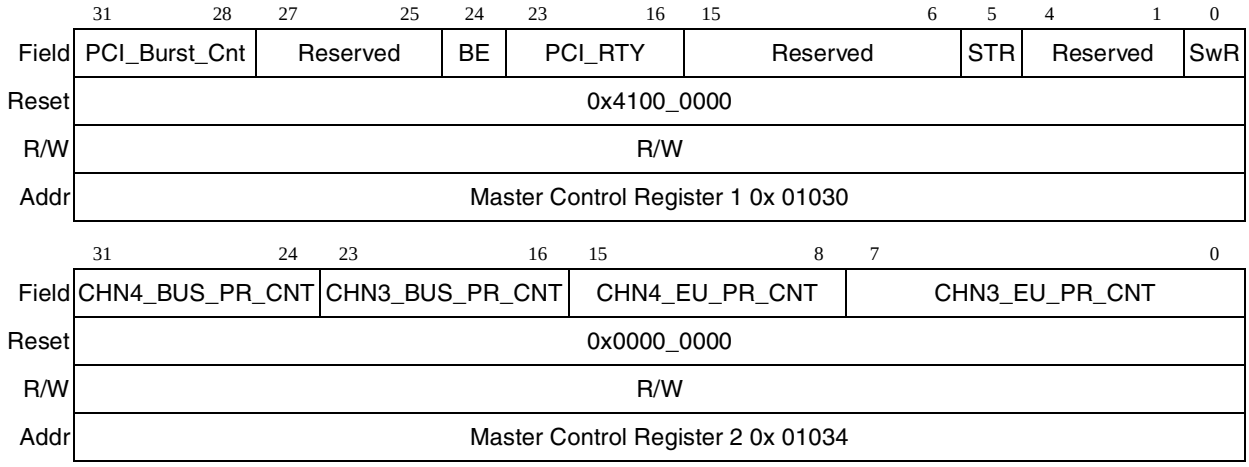


Figure 8-10. Master Control Registers

Table 8-4 describes the Master Control Register 1 signals.

Table 8-4. Master Control Register 1 Signals

Bits	Name	Reset Value	Description
31:28	PCI_Burst_Cnt	4	PCI_Burst_Count - PCI Burst Count (bit 31:28): This count will be used for PCI Slave Burst Read cycles. When the PCI Slave interface gets a read command it will read this number of 64-bit words. If all of these words are passed to the PCI bus and more are needed the slave will read this number of additional words again. This is repeated until the PCI bus no longer requests data. Any extra read data will be flushed. This pre-fetching will not occur when reading Execution Unit registers since EU FIFO reads are destructive.
27:25	Reserved	0	Reserved, set to zero

Table 8-4. Master Control Register 1 Signals (continued)

Bits	Name	Reset Value	Description
24	BE	1	BE - PCI Big Endian Mode (bit 24): Writing '1' to this bit in PCI Mode will advise the MPC184 that the host CPU is in Big Endian Mode. In this mode all master and slave transfers to and from the Channels will be byte swapped. No other transfers will be affected. **Note:** This bit is reset to '1' (Big Endian). If the host is Little Endian it must write a '0" to this bit. All transfers to the MPC184 must be byte-swapped to Big Endian until this bit has been set to Little Endian.
23:16	PCI_RTY	0	PCI retry counter bits. This value is the maximum number of retries that the PCI Interface will attempt (as an initiator) before an error occurs. If this maximum is exceeded, the PCI_RTY interrupt will be set. These bits reset to all zeroes which equates to infinite retries. **Note:** PCI 2.2 does not require a bus master to monitor the number of retries it receives, however the system designer may chose to program the MPC184 CCTL to interrupt if too many retries are received. Excessive retries may be an indication of a system problem.
15:6	Reserved	0	Reserved, set to zero
5	STR	0	STR - PCI Single Target Read (bit 5): Selects the use of READ or READ MULTIPLE PCI commands when the MPC184 initiates a PCI read cycle 0 PCI Read Multiple Command used 1 PCI Read Command used
4:1	Reserved	0	Reserved, set to zero
0	SwR	0	Software reset. Writing 1 to this bit will cause a global software reset. Upon completion of the reset, this bit will be automatically cleared and zero will be written to all locations of the gpRAM. 0 Don't reset 1 Global Reset

Table 8-5 describes the Master Control Register 2 signals.

Table 8-5. Master Control Register 2 signals

Bits	Name	Reset Value	Description
31:24	CHN4_BUS_PR_CNT	0	Channel 4 Bus Priority Counter. This counter is used by the controller to determine when Channel 4 has been denied access to a needed on-chip resource long enough to warrant immediate elevation to top priority. **Note:** If set to zero, the CHN3_BUS_PR_CTR must also be set to zero, and the controller will assign access to the PCI bus on a pure round robin basis. If set to non-zero, the user has the option to set to the same value as CHN3_BUS_PR_CTR.
23:16	CHN3_BUS_PR_CNT	0	Channel 3 Bus Priority Counter.This counter is used by the controller to determine when Channel 3 has been denied access to the PCI bus long enough to warrant immediate elevation to top priority. **Note:** If set to zero, the CHN4_BUS_PR_CTR must also be set to zero, and the controller will assign access to the PCI bus on a pure round robin basis. If set to non-zero, the user has the option to set to the same value as CHN4_BUS_PR_CTR.
15:8	CHN4_EU_PR_CNT	0	Channel 4 EU Priority Counter. This counter is used by the controller to determine when Channel 4 has been denied access to a requested EU long enough to warrant immediate elevation to top priority. **Note:** If set to zero, the CHN3_EU_PR_CTR must also be set to zero, and the controller will assign EU's on a pure round robin basis. If set to non-zero, CHA3_EU_PR_CTR must also be set to a different, non-zero value.
7:0	CHN3_EU_PR_CNT	0	Channel 3 EU Priority Counter. This counter is used by the controller to determine when Channel 3 has been denied access to a requested EU long enough to warrant immediate elevation to top priority. **Note:** If set to zero, the CHA4_EU_PR_CTR must also be set to zero, and the controller will assign EU's on a pure round robin basis. If set to non-zero, CHN4_EU_PR_CTR must also be set to a different, non-zero value.

8.1.8 EU Access

Assignment of a EU function to a channel is done either statically or dynamically. In the case of static assignment, a EU is assigned to a channel via the EU Assignment Control Register (EUACR). Once a EU is statically assigned to a channel, it will remain that way until the EUACR is written and the assignment is removed.

In the case of dynamic assignment, the channel requests a EU function, the controller checks to see if the requested EU function is available, and if it is, the controller grants the channel assignment of the EU. Note that the channel does not need to know which EU it receives, only that the function is assigned.

If a EU is available for a channel when requested, the controller will assert the grant signal pertaining to the request from the channel. The grant signal will remain asserted until the channel issues the done signal.

8.1.9 Multiple EU Assignment

In some cases, a channel may request two EUs. The channel will do this by first requesting the primary EU, then requesting the secondary EU. Once the controller has granted both EUs, this channel is then capable of requesting that the secondary EU snoop the bus. Snooping is described in Table 7-5 on page 7-8.

In all cases, the controller assigns the primary EU to a requesting channel as the EU becomes available. If a secondary EU is also requested the controller assigns it as soon as it is available, but never before the primary EU is assigned. This ensures that there is no deadlock condition.

8.1.10 Multiple Channels

Since there are multiple channels in the MPC184, the controller must arbitrate for access to the execution units. To accomplish this, the controller implements an arbiter for each channel.

Each arbiter acts on either a weighted priority-based or round-robin scheme, depending on the values of CHN3_EU_PR_CNT and CHN4_EU_PR_CNT. If both CHN3_EU_PR_CNT and CHN4_EU_PR_CNT are set to a non-zero value, the arbiter will implement the weighted priority scheme. Otherwise, the arbitration will be round-robin. Setting only one of the CHN_EU_PR_CNT fields to a non-zero value will result in unpredictable operation.CHN3_EU_PR_CNT

8.1.11 Priority Arbitration

When arbitrating on the priority scheme, the priority will be as follows:

- Channel 1 -- Highest priority
- Channel 3 if CHN3_EU_PR_CNT has expired
- Channel 4 if CHN4_EU_PR_CNT has expired
- Channel 2 -- Second highest priority, unless CHN3_EU_PR_CNT or CHN4_EU_PR_CNT expired
- Channel 3 -- Third priority, unless CHN4_EU_PR_CNT expired.
- Channel 4 -- Lowest priority, until CHN4_EU_PR_CNT expired

For channels 1-4, the priority is channel 1, channel 2, channel 3, and channel 4, in that order. In order to prevent channels 3 and 4 from being locked out, the CHN3_EU_PR_CNT and CHN4_EU_PR_CNT fields are implemented in the Master Control Register. The value of these fields determines how many times channel 3 or channel 4 can be refused access to an EU in favor of a higher priority channel. A counter is implemented in the arbiter for each of these entities. When the channel has lost arbitration the number of times specified in its CHN_EU_PR_CNT field, then that channel has its priority elevated. CHN1 always has the highest priority, but it cannot

make back to back requests, so the 2nd highest priority channel will be serviced upon completion of the current CHN1 operation.

It is permissible for the CHN_EU_PR_CNT values to be different from the CHN_BUS_PR_CNT values, i.e., EU access may be prioritized, while bus access is pure round robin, and vice-versa.

8.1.12 Round Robin Snapshot Arbiters

The controller implements eight ‘snapshot’” arbiters, one for each EU function, and one for the PCI bus. Each arbiter takes a snapshot of the requests for its function. If there are requests, then the arbiter satisfies those requests via a round-robin scheme as the resource becomes available. When all requests have been satisfied, the arbiter takes another snapshot.

8.1.13 Bus Access

Bus access is granted via the same scheme that is used for granting EUs. When the CHN_BUS_PR_CNT values of both channel 3 and 4 are set to zero, round robin operation is in effect. In this case, the snapshot arbiter samples the requests for the bus, then grants those requests as the bus becomes available. For example, if channels 1, 2, and 4 are requesting bus access at a given time, the snapshot arbiter will register the three requests and ignore further requests. The buses will be granted to channel 1 until its transfer is completely satisfied. Then the buses will be granted to channel 2 until channel 2’s transfer is completely satisfied. Finally, the buses will be granted to channel 4 until that transfer is completely satisfied. Then another snapshot of requests will be taken.

When arbitrating on the priority scheme, the priority will be as follows:

- Channel 1 -- Highest priority
- Channel 3 if CHN3_EU_PR_CNT has expired
- Channel 4 if CHN4_EU_PR_CNT has expired
- Channel 2 -- Second highest priority, unless CHN3_EU_PR_CNT or CHN4_EU_PR_CNT expired
- Channel 3 -- Third priority, unless CHN4_EU_PR_CNT expired.
- Channel 4 -- Lowest priority, until CHN4_EU_PR_CNT expired

For channels 1-4, the priority is channel 1, channel 2, channel 3, and channel 4, in that order. In order to prevent channels 3 and 4 from being locked out, the CHN3_BUS_PR_CNT and CHN4_BUS_PR_CNT fields are implemented in the master control register. The value of these fields determines how many times channel 3 or channel 4 can be refused access to the PCI in favor of a higher priority channel. A counter is implemented in the arbiter for each of these entities. When the channel has lost arbitration the number of times specified in its CHN_BUS_PR_CNT field, then that channel has its priority elevated. CHN1 always has the highest priority, but it cannot

make back to back requests, so the 2nd highest priority channel will be serviced upon completion of the current CHN1 operation.

It is permissible for the CHN_BUS_PR_CNT values to be different from the CHN_EU_PR_CNT values, i.e., EU access may be prioritized, while bus access is pure round robin, and vice-versa.

Chapter 9
PCI Interface Module

9.1 PCI Interface

The PCI bus interface handles the interface between the system and the internal modules of the MPC184. The chip interface is designed to plug directly into a PCI v2.2 compliant 66 MHz/32 bit bus without glue logic. External buffers are required for voltage level conversion when connected to a 33 MHz/32 Bit 5V bus.

The MPC184's PCI local bus interface must be configured as a memory-mapped device. The defining of multiple base addresses will have the effect of placing the whole the MPC184 device in multiple locations within the PCI memory map; therefore, only Base Address Register 0 is supported. All addresses defined in this specification are relative to that base address. The MPC184 has 4 base addresses. This is necessary since 2 of the base address regions can support pre-fetching data and 2 can not support pre-fetching data. Each Address region consumes 8000h addresses. It is recommended that the 4 base addresses are replaced successively 8000h addresses apart. Erroneous results may occur otherwise. The MPC184 implements a type 00h configuration space, which is all that is accessible upon power-up reset.

9.2 PCI Initiator

The MPC184 has all the necessary logic to operate as an initiator on the PCI bus. The following sections provide additional details about the PCI interface module's ability to act as an initiator.

9.2.1 Data Alignment Block

PCI interface module contains a sub-block for data realignment. This is necessary for initiator reads from a non-aligned (non-modulo 8) address. The data alignment block takes the read data from the external bus and realigns the data on modulo 8 address boundaries. The data alignment block does not support PCI writes. See Section 9.2.8, "Misaligned Data," on page 9-5.

9.2.2 Bus Access

The controller in the MPC184 has the ability to be a PCI initiator or a PCI target. This means that the controller can issue read and write commands to the PCI bus, and it can also be written to and read from by the host.

The controller is the sole bus master in the MPC184. All other modules are slave only devices. A channel may request access to system resources including the PCI bus. In these cases, the channel must provide the starting address of the transfer for the bus(es) requested. All subsequent addresses are generated by the controller. All addresses will be sequential.

9.2.3 Bus Arbitration

Bus access is granted via the same scheme that is used for granting EUs. When the CHN_BUS_PR_CNT values of both channel 3 and 4 are set to zero, round robin operation is in effect. In this case, the snapshot arbiter samples the requests for the bus, then grants those requests as the bus becomes available. For example, if channels 1, 2, and 4 are requesting bus access at a given time, the snapshot arbiter will register the three requests and ignore further requests. The buses will be granted to channel 1 until its transfer is completely satisfied. Then the buses will be granted to channel 2 until channel 2's transfer is completely satisfied. Finally, the buses will be granted to channel 4 until that transfer is completely satisfied. Then another snapshot of requests will be taken.

When arbitrating on the priority scheme, the priority will be as follows:

- Channel 1 -- Highest priority
- Channel 3 if CHN3_EU_PR_CNT has expired
- Channel 4 if CHN4_EU_PR_CNT has expired
- Channel 2 -- Second highest priority, unless CHN3_EU_PR_CNT or CHN4_EU_PR_CNT expired
- Channel 3 -- Third priority, unless CHN4_EU_PR_CNT expired.
- Channel 4 -- Lowest priority, until CHN4_EU_PR_CNT expired

For channels 1-4, the priority is channel 1, channel 2, channel 3, and channel 4, in that order. In order to prevent channels 3 and 4 from being locked out, the CHN3_BUS_PR_CNT and CHN4_BUS_PR_CNT fields are implemented in the master control register. The value of these fields determines how many times channel 3 or channel 4 can be refused access to the PCI in favor of a higher priority channel. A counter is implemented in the arbiter for each of these entities. When the channel has lost arbitration the number of times specified in its CHN_BUS_PR_CNT field, then that channel has the 2nd highest priority when the BUS becomes available. CHN1 always has the highest priority, but it cannot make back to back requests, so the 2nd highest priority channel will be serviced upon completion of the current CHN1 operation.

It is permissible for the CHN_BUS_PR_CNT values to be different from the CHN_EU_PR_CNT values, i.e., EU access may be prioritized, while bus access is pure round robin, and vice-versa.

9.2.4 PCI Initiator

The mechanism for transferring data to and from the PCI bus as an initiator is either through a PCI read request or a PCI write request to the PCI IF block. A Channel may request access to the PCI via its request signals.

NOTE

Target accesses take priority over initiator accesses. It is possible that an initiator access can be interrupted (internal to the MPC184) by a target access. This occurs when a request has been made to the PCI for initiator access and a target access occurs before the MPC184 is granted access to the PCI. In this case, the controller saves the state of the initiator transfer, satisfies the target access, then resumes with the initiator transfer at the point where the initiator transfer was interrupted.

9.2.5 Parity Errors

The PCI Initiator interface module checks for parity errors when transmitting and receiving data. If a parity error occurs, the controller routes the parity error indication to the appropriate channel and the channel halts its operations and generates an error interrupt.

9.2.6 PCI Read

The sequence for PCI read access is as follows:

- Channel asserts its PCI read request.
- Channel furnishes address, transfer length and internal destination address.
- Controller acknowledges request to Channel. NO ack is given, only a xfer_done at the end.
- Controller Arbitrates between Channels for access to the PCI Initiator.
- Controller asserts request to PCI interface module.
- PCI Interface Module requests access to PCI Bus from external arbiter.
- When PCI Interface is granted the PCI bus it performs the read.
- Data is pushed into the Controller which writes it to the proper internal destination address as requested by the Channel.
- Data always goes through the misalignment block to properly align the data and swap bytes for endianness if necessary.
- Transfer continues until all data has been written to the appropriate internal destination address.
- The Controller then signals to the Channel that the requested transfer is done.

9.2.6.1 Target Aborts

It is possible that an intended target can abort an operation which has been initiated by the MPC184. Every time an abort is received from a target, the TA_Err interrupt is generated by the controller, which then preserves transaction-specific information (the channel number that requested the aborted transaction) and stops further initiator transfers.

9.2.6.2 Initiator Aborts and Retry Errors

It is possible that, once granted the PCI bus, the MPC184 will abort the transfer. This can happen for several reasons, such as no response from the target or too many retry responses.

The two error signals sent from the PCI interface module to the controller for initiator aborts are In_Ab and Rty. Each of these errors will cause an interrupt to be signalled by the MPC184. The controller will preserve the number of the channel that was requesting the errored transaction and stop further initiator transactions.

NOTE

PCI 2.2 does not specify a retry limit for PCI initiators; however, the MPC184 does allow the system designer to set a PCI retry limit using bits 23:16 in the master control register. See Table 8-4 on page 8-9.

9.2.7 Initiator Write

Initiator writes are performed by transferring data from one of the EUs to the output FIFO in the controller, then transferring the data from the FIFO to the PCI when the PCI is granted to the controller. The sequence for PCI write access is as follows:

- Channel requests PCI external bus from controller.
- Channel furnishes address, transfer length. (Address must be modulo-8.) and internal source address.
- Controller Arbitrates between Channels for access to the PCI Initiator.
- Controller reads data from the internal source address into its FIFO.
- Controller asserts request to PCI interface module.
- PCI Interface Module requests access to PCI Bus from external arbiter.
- When PCI Interface is granted the PCI bus it transfers data from the Controller’s FIFO to the PCI Bus.
- Transfer continues until all data has been written from the FIFO to the PCI Bus.
- The Controller then signals to the Channel that the requested transfer is done.

NOTE

It is probable that several PCI bursts will be required to complete any given PCI request. When a channel has been granted access to the PCI, no other requests to the PCI will be acknowledged until that transfer has been FULLY satisfied; i.e., all bytes have been transferred.

9.2.8 Misaligned Data

The controller has the ability to initiate a PCI read. In some cases, the address for the read may not be aligned to a modulo 8 boundary. In these cases, the controller will realign the data to a modulo 8 boundary as it comes in from the PCI bus.

The data alignment block will fetch the data from the PCI bus at modulo 8 addresses. This block will continue fetching data until the number of bytes left to read is equal to or less than the width of the master data bus.

An example of misaligned data is shown in Figure 9-1. Note that the data alignment block aligns the read data to a quad-word address boundary (‘h100) for cycle 2. Then, with only 6 bytes remaining, the data alignment block aligns the 6 bytes to the quad-word address boundary and fills the last 2 bytes with data from the second quad-word to complete the first quad-word destination. The remaining bytes from the second quad-word are moved to the second destination. After the total number of bytes requested (10 in this case) are received, the remaining destination bytes are filled with zeros.

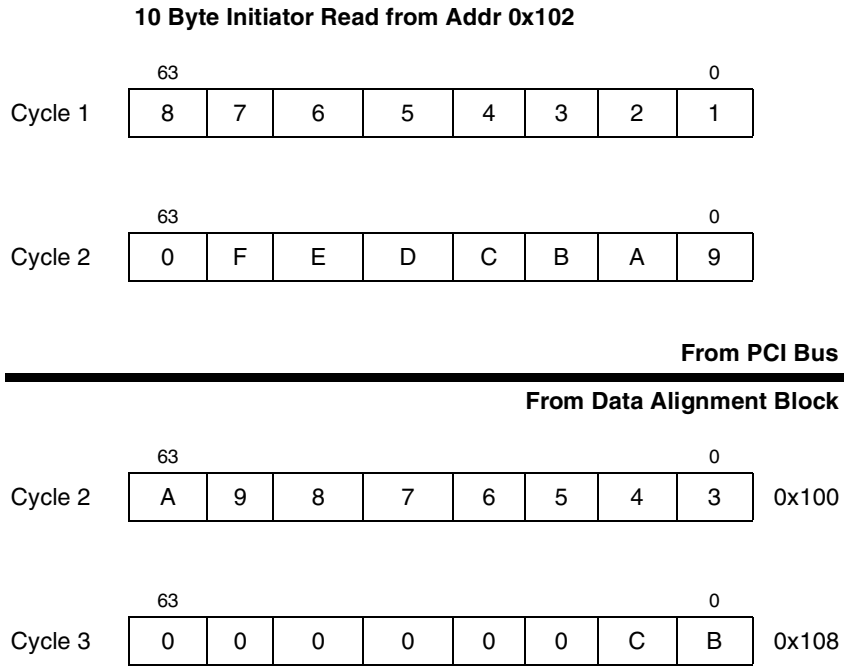


Figure 9-1. Data Alignment Example

NOTE

The Data Alignment Block only operates on PCI reads. PCI writes initiated by the MPC184 must be modulo-8 aligned.

9.2.9 PCI Target

The controller also acts as a PCI target. As a target, the controller simply responds to read and write commands from the PCI bus. When a write command is received from the PCI, the controller takes the data from the PCI interface module and sends it to whichever internal location is indicated by the address. For a read, the controller goes to the internal location and fetches the requested data from the specified address.

Target accesses from the PCI are given priority over all other bus accesses in the MPC184.

Appendix A
Execution Units in 32-Bit Big Endian View

NOTE

This appendix is identical to Chapter 5, with the exception of the register views. Chapter 5 is a little-endian 32-bit addressing view of the MPC184, whereas this appendix provides the user with a 32-bit big-endian view of the Execution Unit registers.

"Execution unit" is the generic term for a functional block that performs the mathematical permutations required by protocols used in cryptographic processing. The EUs are compatible with IPsec, WAP/WTLS, IKE, SSL/TLS and DOCSIS BPI++ processing, and can work together to perform high level cryptographic tasks.

The following Execution Units are used on the MPC184:

- Public Key Execution Unit (PKEU) supporting:
  - RSA and Diffie-Hellman
  - Elliptic curve operations in either F_2m or F_p
- Data Encryption Standard Execution Unit (DEU) supporting:
  - DES
  - 3DES
  - Two key (K1, K2, K1) or Three Key (K1, K2, K3)
  - ECB and CBC modes for both DES and 3DES
- Advanced Encryption Standard Execution Unit (AESU) supporting:
  - 128, 192, or 256 bit keys
  - ECB, CBC, and Counter modes for all key lengths
- ARC Four Execution Unit (AFEU)
  - Implements a stream cipher compatible with the RC-4 algorithm
  - 8- to 128-bit programmable key
- Message Digest Execution Unit (MDEU) supporting:
  - SHA-1, a 160 bit hash function, specified by the ANSI X9.30-2 and FIPS 180-1 standards.
  - The MD5 generates a 128 bit hash, and the algorithm is specified in RFC 1321.

  - SHA-256, a 256-bit hash function that provides 256 bits of security against collision attacks.
  - The MDEU also supports HMAC computations, as specified in RFC 2104.
- Private on-chip random number generator (RNG)

Working together, the EUs can perform high-level cryptographic tasks, such as IPSec encapsulating security protocol (ESP) and digital signature. The remainder of this Chapter provides details about the Execution Units themselves.

A.1 Public Key Execution Units (PKEU)

This section contains details about the Public Key Execution Unit (PKEU), including detailed register map, modes of operation, status and control registers, and the parameter RAMs.

A.1.1 PKEU Register Map

The PKEU contains the following registers and parameter memories, which are explained in detail in the following sections.

- PKEU Mode Register
- Key Size Register
- Data Size Register
- Reset Control Register
- Status Register
- Interrupt Status Register
- Interrupt Control Register
- “Go” Register
- Parameter Memory A
- Parameter Memory B
- Parameter Memory E
- Parameter Memory N

A.1.2 PKEU Mode Register

This register specifies the internal PKEU routine to be executed. For the root arithmetic routines, PKEU has the capability to perform arithmetic operations on subsegments of the entire memory. This is particularly useful for operations such as ECDH (elliptic curve Diffie-Hellman) key agreement computation. By using regAsel and regBsel, for example, parameter memory A subsegment 2 can be multiplied into parameter memory B subsegment 1. Figure A-1 and Figure A-2 detail two definitions.

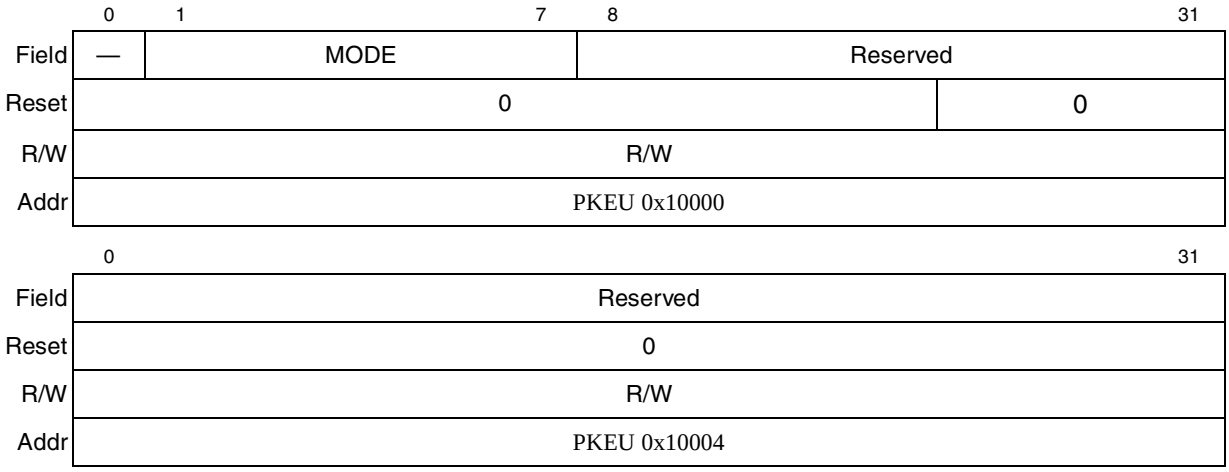


Figure A-1. PKEU Mode Register: Definition 1

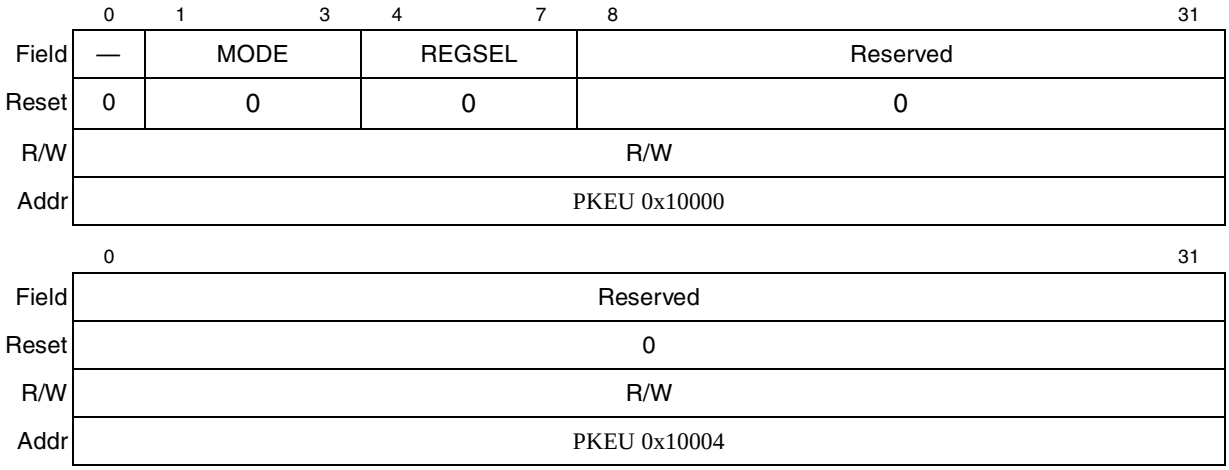


Figure A-2. PKEU Mode Register: Definition 2

Table A-1 lists mode register routine definitions. Parameter memories are referred to for the base address, as show.

Table A-1. Mode Register Routine Definitions

Routine	Mode [1:3]	Mode [4:5]	Mode [6:7]
Reserved	000	00	00
Clear Memory	000	0	01
Modular Exponentiation	000	00	10
R^2 mod N	000	00	11
R_nR_p mod N	000	01	00
F_p Affine Point Multiplication	000	01	01
F_2m Affine Point Multiplication	000	01	10

Table A-1. Mode Register Routine Definitions (continued)

Routine	Mode [1:3]	Mode [4:5]	Mode [6:7]
F_p Projective Point Multiplication	000	01	11
F_2m Projective Point Multiplication	000	10	00
F_p Point Addition	000	10	01
F_p Point Doubling	000	10	10
F_2m Point Addition	000	10	11
F_2m Point Doubling	000	11	00
F_2m R^2 CMD	000	11	01
F_2m INV CMD	000	11	10
MOD INV CMD	000	11	11
Modular Addition	001	regAsel[1] 00 = A0 01 = A1 10 = A2 11 = A3	regBsel[1] 00 = B0 01 = B1 10 = B2 11 = B3
Modular Subtraction	010		
Modular Multiplication with single Reduction	011		
Modular Multiplication with double Reduction	100		
Polynomial Addition	101		
Polynomial Multiplication with single Reduction	110		
Polynomial Multiplication with double Reduction	111		

1 regAsel and regBsel here refer to the specific segment of Parameter Memory A and B.

A.1.3 PKEU Key Size Register

The Key Size Register reflects the number of significant bytes to be used from PKEU Parameter Memory E in performing modular exponentiation or elliptic curve point multiplication. The minimum value for this register, when performing either modular exponentiation or elliptic curve point multiplication, is 1 byte. (0:15= 0x0100). The maximum legal value is 256 bytes. (0:15= 0x0001). To avoid a key size error, 12:14 must be set to zero, and the value of [0:7, 15] must not be greater than 256.

	0	7	8	14	15	16	31
Field	Key Size		Reserved		Key Size	Reserved	
	<----lsb				msb		
Reset	0						
R/W	R/W						
Addr	PKEU 0x10008						

	0	31
Field	Reserved	
Reset	0	
R/W	R/W	
Addr	PKEU 0x1000C	

Figure A-3. PKEU Key Size Register

A.1.4 PKEU Data Size Register

The PKEU Data Size Register specifies, in bits, the size of the significant portion of the modulus or irreducible polynomial. Any value written to this register that is a multiple of 32 bits (i.e. 128 bits, 160 bits,...), will be represented internally as the same value (128 bits, 160 bits,...). Any value written that is not a multiple of 32 bits (i.e. 132bits, 161bits,...), will be represented internally as the next larger 32 bit multiple (160 bits, 196 bits,...). This internal rounding up to the next 32-bit multiple is described for information only. The minimum size valid for all routines to operate properly is 97 bits (internally 128 bits). (0:15= 0x6100) The maximum size to operate properly is 2048 bits (0:15= 0x0008). A value in bits larger than 2048 will result in a Data Size error.

	0	7	8	11	12	15	16	31
Field	Data Size		Reserved		Data Size		Reserved	
	<----lsb				msb<-----			
Reset	0							
R/W	R/W							
Addr	PKEU 0x10010							

	0	31
Field	Reserved	
Reset	0	
R/W	R/W	
Addr	PKEU 0x10014	

Figure A-4. PKEU Data Size Register

A.1.5 PKEU Reset Control Register

This register, Figure , contains three reset options specific to the PKEU.

	0–4	5	6	7	8–31
Field	Reserved	RI	MI	SR	Reserved
Reset	0	0	0	0	0
R/W	R/W				
Addr	PKEU 0x10018				

	0–31
Field	Reserved
Reset	0
R/W	R/W
Addr	PKEU 0x1001C

Figure A-5. PKEU Reset Control Register

Table A-2 describes the PKEU Reset Control Register's signals.

Table A-2. PKEU Reset Control Register Signals

Bits	Name	Description
0:4	-	Reserved
5	Reset Interrupt	Writing this bit active high causes PKEU interrupts signalling DONE and ERROR to be reset. It further resets the state of the PKEU Interrupt Status Register. 0 Don't reset 1 Reset interrupt logic
6	Module_Init	Module initialization is nearly the same as Software Reset, except that the Interrupt Control register remains unchanged. This module initialization includes execution of an initialization routine, completion of which is indicated by the RESET_DONE bit in the PKEU Status Register (Section A.1.6, "PKEU Status Register," on page A-6). 0 Don't reset 1 Reset most of PKEU
7	SW_RESET	Software Reset is functionally equivalent to hardware reset (the RESET# pin), but only for the PKEU. All registers and internal state are returned to their defined reset state. Upon negation of SW_RESET, the PKEU will enter a routine to perform proper initialization of the parameter memories. The RESET_DONE bit in the PKEU Status Register will indicate when this initialization routine is complete (Section A.1.6, "PKEU Status Register," on page A-6). 0 Don't reset 1 Full PKEU reset
8:31	—	Reserved

A.1.6 PKEU Status Register

This status register contains 5 bits which reflect the state of PKEU internal signals.

The PKEU Status Register is read-only. Writing to this location will result in address error being reflected in the PKEU Interrupt Status Register.

	0	1	2	3 4	5	6	7	8 31
Field	---	Z	Halt	____	IE	ID	RD	Reserved
Reset	0	0	0	0	0	0	0	0
R/W	R							
Addr	PKEU 0x10028							

	0 31
Field	Reserved
Reset	0
R/W	R
Addr	PKEU 0x1002C

Figure A-6. PKEU Status Register

Table A-3 describes the PKEU Status Register's signals.

Table A-3. PKEU Status Register Signals

Bits	Name	Description
0	----	Reserved
1	Z	Zero: this bit reflects the state of the PKEU Zero Detect bit when last sampled. Only particular instructions within routines cause Zero to be modified, so this bit should be used with great care.
2	Halt	Halt- Indicates that the PKEU has halted due to an error. 0 PKEU not halted 1 PKEU halted Note: Because the error causing the PKEU to stop operating may be masked to the Interrupt Status Register, the Status Register is used to provide a second source of information regarding errors preventing normal operation.
3:4	----	Reserved
5	Interrupt_Error	This status bit reflects the state of the ERROR interrupt signal, as sampled by the Controller Interrupt Status Register (Section 8.1.4, "Interrupt Status Registers (ISR)"). 0 PKEU is not signaling error 1 PKEU is signaling error
6	Interrupt_Done	This status bit reflects the state of the DONE interrupt signal, as sampled by the Controller Interrupt Status Register (Section 8.1.4, "Interrupt Status Registers (ISR)"). 0 PKEU is not signaling done 1 PKEU is signaling done

Table A-3. PKEU Status Register Signals (continued)

Bits	Name	Description
7	Reset_Done	This status bit, when high, indicates that PKEU has completed its reset sequence, as reflected in the signal sampled by the appropriate crypto-channel. 0 Reset in progress 1 Reset done
8:31	----	Reserved Note: Some bits in the upper portion of this register are used as state tables for internal PKEU routines. In order to avoid confusion should the user read this register during normal operation, the user is advised that these bits exist, but their specific definition is reserved.

A.1.7 PKEU Interrupt Status Register

The interrupt status register tracks the state of possible errors, if those errors are not masked, via the PKEU interrupt control register. The definition of each bit in the PKEU Interrupt Status Register is shown in Figure A-7.

	0	1	2 9	10	11	12	13	14	15	16 31
Field	ME	AE	Reserved	Inv	IE	--	CE	KSE	DSE	Reserved
Reset	0	0	0				0	0	0	0
R/W	R/W									
Addr	PKEU 0x10030									

	0 31
Field	Reserved
Reset	0x0000_0000
R/W	R/W
Addr	PKEU 0x10034

Figure A-7. PKEU Interrupt Status Register

Table A-4 describes PKEU Interrupt Status Register signals.

Table A-4. PKEU Interrupt Status Register Signals

Bits	Name	Description
0	Mode Error	An illegal value was detected in the mode register. Note: writing to reserved bits in mode register is likely source of error. 0 No error detected 1 Mode error
1	Address Error	Illegal read or write address was detected within the PKEU address space. 0 No error detected 1 Address error
2–9	—	Reserved

Table A-4. PKEU Interrupt Status Register Signals (continued)

Bits	Name	Description
10	Inversion Error	Indicates that the inversion routine has a zero operand. 0 No inversion error detected 1 Inversion error detected
11	Internal Error	An internal processing error was detected while the PKEU was operating. 0 No error detected 1 Internal error **Note:** This bit will be asserted any time an enabled error condition occurs and can only be cleared by setting the corresponding bit in the Interrupt Control Register or by resetting the PKEU.
12	—	Reserved
13	Context Error	A PKEU Key register, the key size register, the data size register, or mode register was modified while the PKEU was operating. 0 No error detected 1 Context error
14	Key Size Error	Value outside the bounds of 1 - 256 bytes was written to the PKEU key size register 0 No error detected 1 Key size error detected
15	Data Size Error	Value outside the bounds 97- 2048 bits was written to the PKEU data size register 0 No error detected 1 Data size error detected
16-31	—	Reserved

A.1.8 PKEU Interrupt Control Register

The PKEU Interrupt Control Register controls the result of detected errors. For a given error (as defined in Section A.1.7, “PKEU Interrupt Status Register”), if the corresponding bit in this register is set, then the error is disabled; no error interrupt occurs and the interrupt status register is not updated to reflect the error. If the corresponding bit is not set, then upon detection of an error, the PKEU Interrupt Status Register is updated to reflect the error, causing assertion of the error interrupt signal, and causing the module to halt processing.

	0	1	2–9	10	11	12	13	14	15	16–31
Field	ME	AE	Reserved	Inv	IE	--	CE	KSE	DSE	Reserved
Reset	0	0	0				0	0	0	0
R/W	R/W									
Addr	PKEU 0x10038									

	0–31
Field	Reserved
Reset	0X0000_0000
R/W	R/W
Addr	PKEU 0x1003C

Figure A-8. PKEU Interrupt Control Register

Table A-5 describes PKEU Interrupt Control Register signals.

Table A-5. PKEU Interrupt Control Register Signals

Bits	Name	Description
0	Mode Error	Mode Error 0 Mode Error enabled 1 Mode Error disabled
1	Address Error	Address Error 0 Address error enabled 1 Address error disabled
2–9	—	Reserved
10	Inversion Error	Inversion Error. 0 Inversion error enabled 1 Inversion error disabled
11	Internal Error	Internal Error 0 Internal Error enabled 1 Internal Error disabled
12	—	Reserved
13	Context Error	Context Error 0 Context Error enabled 1 Context Error disabled
14	Key Size Error	Key Size Error 0 Key Size Error enabled 1 Key Size Error disabled
15	Data Size Error	Data Size Error 0 Data Size Error enabled 1 Data Size Error disabled
16-31	—	Reserved

A.1.9 PKEU EU_GO Register

The EU_GO Register in the PKEU is used to indicate the start of a new computation. Writing to this register causes the PKEU to execute the function requested by the mode register, per the contents of the parameter memories listed below. Note that this register has no data size, and during the write operation, the host data bus is not read. Hence, any data value is accepted. Normally, a write operation with a zero data value is performed. Moreover, no read operation from this register is meaningful, but no error is generated, and a zero value is always returned. The PKEU EU_GO Register is only used when the MPC184 is operated as a target. The descriptors and crypto-channel activate the PKEU (via an internally generated write to the EU_GO Register) when the MPC184 acts as an initiator.

	0	31
Field	PKEU EU_GO	
Reset	0	
R/W	W	
Addr	PKEU 0x10050	

Figure A-9. PKEU EU_GO Register

A.1.10 PKEU Parameter Memories

The PKEU uses four 2048-bit memories to receive and store operands for the arithmetic operations the PKEU will be asked to perform. In addition, results are stored in one particular parameter memory.

All these memories store data in the same format: least significant data byte in the least significantly addressed byte, both data significance and addressing significance increasing identically and simultaneously.

A.1.10.1 PKEU Parameter Memory A

This 2048 bit memory is used typically as an input parameter memory space. For modular arithmetic routines, this memory operates as one of the operands of the desired function. For elliptic curve routines, this memory is segmented into four 512 bit memories, and is used to specify particular curve parameters and input values.

A.1.10.2 PKEU Parameter Memory B

This 2048 bit memory is used typically as an input parameter memory space, as well as the result memory space. For modular arithmetic routines, this memory operates as one of the operands of the desired function, as well as the result memory space. For elliptic curve routines, this memory is segmented in to four 512 bit memories, and is used to specify particular curve parameters and input values, as well as to store result values.

A.1.10.3 PKEU Parameter Memory E

This 2048 bit memory is non-segmentable, and stores the exponent for modular exponentiation, or the multiplier k for elliptic curve point multiplication. This memory space is write only; a read of this memory space will cause address error to be reflected in the PKEU Interrupt Status Register.

A.1.10.4 PKEU Parameter Memory N

This 2048 bit memory is non-segmentable, and stores the modulus for modular arithmetic and F_p elliptic curve routines. For F_2m elliptic curve routines, this memory stores the irreducible polynomial.

A.2 Data Encryption Standard Execution Units (DEU)

This section contains details about the Data Encryption Standard Execution Units (DEU), including detailed register map, modes of operation, status and control registers, and FIFOs.

A.2.1 DEU Register Map

The registers used in the DEU are documented primarily for debug and target mode operations. If the MPC184 requires the use of the DEU when acting as an initiator, accessing these registers directly is unnecessary. The device drivers and the on-chip controller will abstract register level access from the user. The DEU contains the following registers:

- DEU Mode Register
- Key Size Register
- Data Size Register
- Reset Control Register
- Status Register
- Interrupt Status Register
- Interrupt Control Register
- “Go” Register
- IV Register
- Key Registers
- FIFO

A.2.2 DEU Mode Register

The DEU Mode Register contains 3 bits which are used to program the DEU. It also reflects the value of burst size, which is loaded by the crypto-channel during normal operation with the

MPC184 as an initiator. Burst size is not relevant to target mode operations, where an external host pushes and pulls data from the execution units.

The mode register is cleared when the DEU is reset or re-initialized. Setting a reserved mode bit will generate a data error. If the mode register is modified during processing, a context error will be generated.

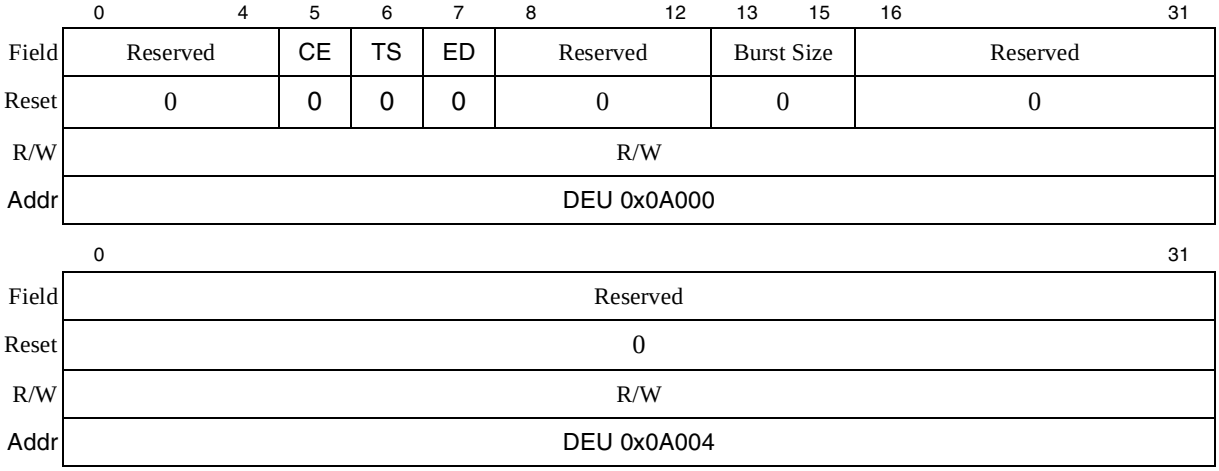


Figure A-10. DEU Mode Register

Table A-6 describes DEU Mode Register signals.

Table A-6. DEU Mode Register Signals

Bits	Signal	Description
0-4	—	Reserved
5	CBC/ECB	If set, DEU operates in cipher-block-chaining mode. If not set, DEU operates in electronic codebook mode. 0 ECB mode 1 CBC mode
6	Triple/Single DES	If set, DEU operates the Triple DES algorithm; if not set, DEU operates the single DES algorithm. 0 Single DES 1 Triple DES
7	encrypt/decrypt	If set, DEU operates the encryption algorithm; if not set, DEU operates the decryption algorithm. 0 Perform decryption 1 Perform encryption
8-12	—	Reserved
13-15	Burst Size	The MPC184 implements flow control to allow larger than FIFO sized blocks of data to be processed with a single key/IV. The DEU signals to the crypto-channel that a “Burst Size” amount of data is available to be pushed to or pulled from the FIFO. **Note:** The inclusion of this field in the DEU Mode Register is to avoid confusing a user who may read this register in debug mode. Burst Size should not be written directly to the DEU.
16-31	—	Reserved

A.2.3 DEU Key Size Register

This value indicates the number of bytes of key memory that should be used in encrypting or decrypting. If the DEU Mode Register is set for single DES, any value other than 8 bytes will automatically generate a key size error in the DEU Interrupt Status Register. If the mode bit is set for triple DES, any value other than 16 bytes (112 bits for 2-key triple DES (K1=K3) or 24 bytes (168 bits for 3-key triple DES) will generate an error. Triple DES always uses K1 to encrypt, Key2 to decrypt, K3 to encrypt.

NOTE

Reserved fields must be set to zero to ensure proper operation.

	0	1	2	7	8	31
Field	Reserved		Key Size		Reserved	
			msb<----lsb			
Reset	0		0		0	
R/W	R/W					
Addr	DEU 0x0A008					

	0	31
Field	Reserved	
Reset	0x0000_0000	
R/W	R/W	
Addr	DEU 0x0A00C	

Figure A-11. DEU Key Size Register

Table A-7 shows the legal values for DEU key size.

Table A-7. DEU Key Size Register

Bits	Signal	Description
0-7	Key Size	8 bytes = 0x08 (only legal value if mode is single DES.) 16 bytes= 0x10 (for 2 key 3DES, K1 = K3) 24 bytes= 0x18 (for 3 key 3DES)
7-31	----	Reserved

A.2.4 DEU Data Size Register

This register is used to verify that the data to be processed by the DEU is divisible by the DES algorithm block size of 64-bits. The DEU does not automatically pad messages out to 64-bit blocks, therefore any message processed by the DEU must be divisible by 64-bits or a Data Size Error will occur.

In normal operation, the full message length (data size) to be encrypted or decrypted by the DEU

is copied from the descriptor to the DEU Data Size register, however only bits 2:7 are checked to determine if there is a Data Size Error. If 2:7 are all zeroes, the message is evenly divisible into 64-bit blocks. In target mode, the user must write the data size to the data size register. If the data size written is not divisible by 64-bits (2:7 non-zero), a data size error will occur.

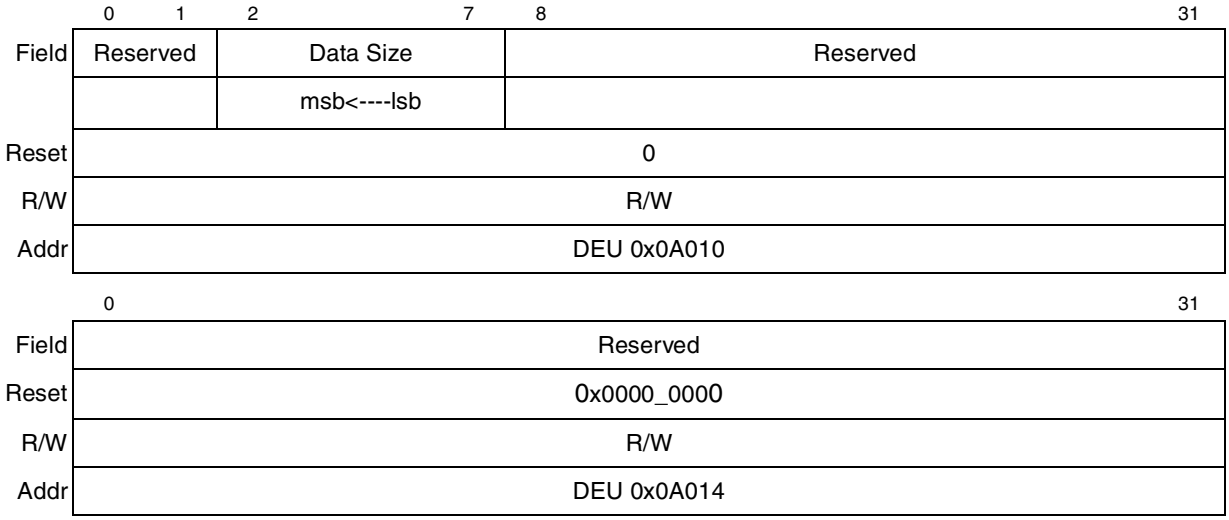


Figure A-12. DEU Data Size Register

A.2.5 DEU Reset Control Register

This register, shown in Figure A-13, allows 3 levels reset of just DEU, as defined by the 3 self-clearing bits:

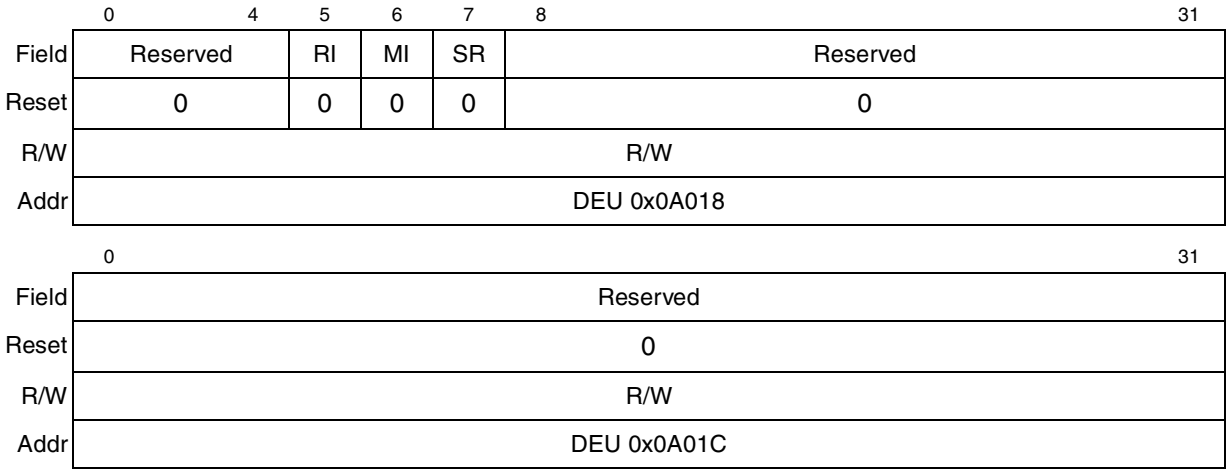


Figure A-13. DEU Reset Control Register

Table A-8 describes DEU Reset Control Register signals.

Table A-8. DEU Reset Control Register Signals

Bits	Signals	Description
0:4	—	Reserved
5	Reset Interrupt	Writing this bit active high causes DEU interrupts signalling DONE and ERROR to be reset. It further resets the state of the DEU Interrupt Status Register. 0 Don't reset 1 Reset interrupt logic
6	Module_Init	Module initialization is nearly the same as Software Reset, except that the Interrupt Control register remains unchanged. This module initialization includes execution of an initialization routine, completion of which is indicated by the RESET_DONE bit in the DEU Status Register 0 Don't reset 1 Reset most of DEU
7	SW_RESET	Software Reset is functionally equivalent to hardware reset (the RESET# pin), but only for DEU. All registers and internal state are returned to their defined reset state. Upon negation of SW_RESET, the DEU will enter a routine to perform proper initialization of the parameter memories. The RESET_DONE bit in the DEU Status Register will indicate when this initialization routine is complete 0 Don't reset 1 Full DEU reset
8:31	—	Reserved

A.2.6 DEU Status Register

This status register, displayed in Figure A-14, contains 6 bits which reflect the state of DEU internal signals.

The DEU Status Register is read-only. Writing to this location will result in address error being reflected in the DEU interrupt status register.

	0	1	2	3	4	5	6	7	8	31
Field	---		Halt	IFW	OFR	IE	ID	RD	Reserved	
Reset	0		0	0	0	0	0	0	0	
R/W	R									
Addr	DEU 0x0A028									

	0	31
Field	Reserved	
Reset	0	
R/W	R	
Addr	DEU 0x0A02C	

Figure A-14. DEU Status Register

Table A-3 describes the DEU Status Register's signals.

Table A-9. DEU Status Register Signals

Bits	Name	Description
0-1	----	Reserved
2	Halt	Halt- Indicates that the DEU has halted due to an error. 0 DEU not halted 1 DEU halted **Note:** Because the error causing the DEU to stop operating may be masked to the Interrupt Status Register, the Status Register is used to provide a second source of information regarding errors preventing normal operation.
3	IFW	Input FIFO Writable- The Controller uses this signal to determine if the DEU can accept the next BURST SIZE block of data. 0 DEU Input FIFO not ready 1 DEU Input FIFO ready **Note:** The MPC184 implements flow control to allow larger than FIFO sized blocks of data to be processed with a single key/IV. The DEU signals to the crypto-channel that a “Burst Size” amount of space is available in the FIFO. The documentation of this bit in the DEU Status Register is to avoid confusing a user who may read this register in debug mode.
4	OFR	Output FIFO Readable- The Controller uses this signal to determine if the DEU can source the next BURST SIZE block of data. 0 DEU Output FIFO not ready 1 DEU Output FIFO ready **Note:** The MPC184 implements flow control to allow larger than FIFO sized blocks of data to be processed with a single key/IV. The DEU signals to the crypto-channel that a “Burst Size” amount of data is available in the FIFO. The documentation of this bit in the DEU Status Register is to avoid confusing a user who may read this register in debug mode.
5	Interrupt_Error	This status bit reflects the state of the ERROR interrupt signal, as sampled by the Controller Interrupt Status Register (Section 8.1.4, “Interrupt Status Registers (ISR)”). 0 DEU is not signaling error 1 DEU is signaling error
6	Interrupt_Done	This status bit reflects the state of the DONE interrupt signal, as sampled by the Controller Interrupt Status Register (Section 8.1.4, “Interrupt Status Registers (ISR)”). 0 DEU is not signaling done 1 DEU is signaling done
7	Reset_Done	This status bit, when high, indicates that DEU has completed its reset sequence, as reflected in the signal sampled by the appropriate crypto-channel. 0 Reset in progress 1 Reset done
8:31	----	Reserved

A.2.7 DEU Interrupt Status Register

The DEU Interrupt Status Register, shown in Figure A-15, tracks the state of possible errors, if those errors are not masked, via the DEU interrupt control register. The definition of each bit in the interrupt status register is:

	0	1	2	3	4	5	6	7 9	10	11	12	13	14	15	16 31
Field	ME	AE	OFE	IFE	--	IFO	OFU	---	KPE	IE	ERE	CE	KSE	DSE	Reserved
Reset	0														
R/W	R/W														
Addr	DEU 0x0A030														

	0 31
Field	Reserved
Reset	0
R/W	R/W
Addr	DEU 0x0A034

Figure A-15. DEU Interrupt Status Register

Table A-10 describes DEU Interrupt Register signals.

Table A-10. DEU Interrupt Status Register Signals

Bits	Signal	Description
0	Mode Error	An illegal value was detected in the mode register. Note: writing to reserved bits in mode register is likely source of error. 0 No error detected 1 Mode error
1	Address Error	An illegal read or write address was detected within the DEU address space. 0 No error detected 1 Address error
2	Output FIFO Error	The DEU output FIFO was detected non-empty upon write of DEU data size register. 0 No error detected 1 Output FIFO non-empty error
3	Input FIFO Error	The DEU input FIFO was detected non-empty upon generation of DONE interrupt. 0 No error detected 1 Input FIFO non-empty error
4	—	Reserved
5	Input FIFO Overflow	The DEU input FIFO has been pushed while full. 0 No error detected 1 Input FIFO has overflowed **Note:** When operating as a master, the MPC184 implements flow-control, and FIFO size is not a limit to data input. When operated as a target, the MPC184 cannot accept FIFO inputs larger than 512B without overflowing.
6	Output FIFO Underflow	The DEU output FIFO has been read while empty. 0 No error detected 1 Output FIFO has underflow error
7-9	—	Reserved

Table A-10. DEU Interrupt Status Register Signals (continued)

Bits	Signal	Description
10	Key Parity Error	Defined parity bits in the keys written to the key registers did not reflect odd parity correctly. (Note that key register 2 and key register 3 are checked for parity only if the appropriate DEU mode register bit indicates triple DES. Also, key register 3 is checked only if key size reg = 24. Key register 2 is checked only if key size reg = 16 or 24.) 0 No error detected 1 Key parity error
11	Internal Error	An internal processing error was detected while performing encryption. 0 No error detected 1 Internal error **Note:** This bit will be asserted any time an enabled error condition occurs and can only be cleared by setting the corresponding bit in the Interrupt Control Register or by resetting the DEU.
12	Early Read Error	The DEU IV register was read while the DEU was performing encryption. 0 No error detected 1 Early read error
13	Context Error	A DEU Key register, the key size register, the data size register, the mode register, or IV register was modified while DEU was performing encryption. 0 No error detected 1 Context error
14	Key Size Error	An inappropriate value (8 being appropriate for single DES, and 16 and 24 being appropriate for triple DES) was written to the DEU key size register 0 No error detected 1 Key size error
15	Data Size Error	Data Size Error (DSE): A value was written to the DEU Data Size Register that is not a multiple of 64 bits. 0 No error detected 1 Data size error
16-31	—	Reserved

A.2.8 DEU Interrupt Control Register

The interrupt control register controls the result of detected errors. For a given error (as defined in Section A.2.7, “DEU Interrupt Status Register”), if the corresponding bit in this register is set, then the error is ignored; no error interrupt occurs and the interrupt status register is not updated to reflect the error. If the corresponding bit is not set, then upon detection of an error, the interrupt status register is updated to reflect the error, causing assertion of the error interrupt signal, and causing the module to halt processing.

	0	1	2	3	4	5	6	7 — 9	10	11	12	13	14	15	16 — 31
Field	ME	AE	OFE	IFE	--	IFO	OFU	---	KPE	IE	ERE	CE	KSE	DSE	RESERVED
Reset	0														
R/W	R/W														
Addr	DEU 0x0A038														

	0 — 31
Field	Reserved
Reset	0
R/W	R/W
Addr	DEU 0x0A03C

Figure A-16. DEU Interrupt Control Register

Table A-11. DEU Interrupt Control Register Signals

Bits	Signal	Description
0	Mode Error	An illegal value was detected in the mode register. 0 Mode error enabled 1 Mode error disabled
1	Address Error	An illegal read or write address was detected within the DEU address space. 0 Address error enabled 1 Address error disabled
2	Output FIFO Error	The DEU Output FIFO was detected non-empty upon write of DEU data size register 0 Output FIFO non-empty error enabled 1 Output FIFO non-empty error disabled
3	Input FIFO Error	The DEU Input FIFO was detected non-empty upon generation of done interrupt 0 Input FIFO non-empty error enabled 1 Input FIFO non-empty error disabled
4	—	Reserved
5	Input FIFO Overflow	The DEU Input FIFO has been pushed while full. 0 Input FIFO overflow error enabled 1 Input FIFO overflow error disabled **Note:** When operating as a master, the MPC184 implements flow-control, and FIFO size is not a limit to data input. When operated as a target, the MPC184 cannot accept FIFO inputs larger than 512B without overflowing.
6	Output FIFO Underflow	The DEU Output FIFO has been read while empty. 0 Output FIFO underflow error enabled 1 Output FIFO underflow error disabled
7-9	—	Reserved

Table A-11. DEU Interrupt Control Register Signals (continued)

Bits	Signal	Description
10	Key Parity Error	The defined parity bits in the keys written to the key registers did not reflect odd parity correctly. (Note that key register 2 and key register 3 are only checked for parity if the appropriate DEU mode register bit indicates triple DES. 0 Key parity enabled 1 Key parity error disabled
11	Internal Error	An internal processing error was detected while performing encryption. 0 Internal error enabled 1 Internal error disabled
12	Early Read Error	The DEU IV Register was read while the DEU was performing encryption. 0 Early read error enabled 1 Early read error disabled
13	Context Error	A DEU key register, the key size register, the data size register, the mode register, or IV register was modified while DEU was performing encryption. 0 Context error enabled 1 Context error disabled
14	Key Size Error	An inappropriate value (8 being appropriate for single DES, and 16 and 24 being appropriate for Triple DES) was written to the DEU key size register 0 Key size error enabled 1 Key size error disabled
15	Data Size Error	Data Size Error (DSE): A value was written to the DEU Data Size Register that is not a multiple of 8 bytes. 0 Data Size error enabled 1 Data size error disabled
16-31	—	Reserved

A.2.9 DEU EU_GO Register

The EU_GO register in the DEU is used to indicate a DES operation may be completed. After the final message block is written to the input FIFO, the EU-GO register must be written. The value in the data size register will be used to determine how many bits of the final message block (always 64) will be processed. Note that this register has no data size, and during the write operation, the host data bus is not read. Hence, any data value is accepted. Normally, a write operation with a zero data value is performed. Moreover, no read operation from this register is meaningful, but no error is generated, and a zero value is always returned. Writing to this register is merely a trigger causing the DEU to process the final block of a message, allowing it to signal DONE.

The DEU EU_GO Register is only used when the MPC184 is operated as a target. The descriptors and crypto-channel activate the DEU (via an internally generated write to the EU_Go register) when the MPC184 acts as an initiator.

	0	31
Field	DEU EU_GO	
Reset	0	
R/W	W	
Addr	DEU 0x0A050	

Figure A-17. DEU EU_GO Register

A.2.10 DEU IV Register

For CBC mode, the initialization vector is written to and read from the DEU IV Register. The value of this register changes as a result of the encryption process and reflects the context of DEU. Reading this memory location while the module is processing data generates an error interrupt.

A.2.11 DEU Key Registers

The DEU uses three write-only key registers to perform encryption and decryption. In Single DES mode, only key register 1 may be written. The value written to key register 1 is simultaneously written to key register 3, auto-enabling the DEU for 112-bit Triple DES if the key size register indicates 2 key 3DES is to be performed (key size = 16 bytes). To operate in 168-bit Triple DES, key register 1 must be written first, followed by the write of key register 2, the key register 3.

Reading any of these memory locations will generate an address error interrupt.

A.2.12 DEU FIFOs

DEU uses an input FIFO/output FIFO pair to hold data before and after the encryption process. These FIFOs are multiply addressable, but those multiple addresses point only to the appropriate end of the appropriate FIFO. A write to anywhere in the DEU FIFO address space causes the 32-bit-word to be pushed onto the DEU input FIFO, and a read from anywhere in the DEU FIFO Address space causes a 32-bit-word to be popped off of the DEU output FIFO. Overflows and underflows caused by reading or writing the DEU FIFOs are reflected in the DEU interrupt status register.

A.3 ARC Four Execution Unit (AFEU)

This section contains details about the ARC Four Execution Unit (AFEU), including detailed register map, modes of operation, status and control registers, S-box memory, and FIFOs.

A.3.1 AFEU Register Map

The registers used in the AFEU are documented primarily for debug and target mode operations. If the MPC184 requires the use of the AFEU when acting as an initiator, accessing these registers directly is unnecessary. The device drivers and the on-chip controller will abstract register level access from the user. The AFEU contains the following registers:

- AFEU Mode Register
- Key Size Register
- Data Size Register
- Reset Control Register
- Status Register
- Interrupt Status Register
- Interrupt Control Register
- End Of Message Register
- Context Memory
- Context Pointer Register
- Key Registers
- FIFO

A.3.2 AFEU Mode Register

Shown in Figure A-18, the AFEU Mode Register contains three bits which are used to program the AFEU. It also reflects the value of burst size, which is loaded by the crypto-channel during normal operation with the MPC184 as an initiator. Burst size is not relevant to target mode operations, where an external host pushes and pulls data from the execution units.

The mode register is cleared when the AFEU is reset or re-initialized. Setting a reserved mode bit will generate a data error. If the mode register is modified during processing, a context error will be generated.

A.3.2.1 Host-provided Context via Prevent Permute

In the default mode of operation, the host provides the key and key size to the AFEU. The initial memory values in the S-Box are permuted with the key to create new S-Box values, which are used to encrypt the plaintext.

If the ‘Prevent Permute’ mode bit is set, the AFEU will not require a key. Rather, the host will write the context to the AFEU and message processing will occur using the provided context. This mode is used to resume processing of a message using the already permuted S-Box. The context may be written through the FIFO if the ‘context source’ mode bit is set.

A.3.2.2 Dump Context

This mode may be independently specified in addition to host-provided context mode. In this mode, once message processing is complete and the output data is read, the AFEU will make the current context data available for reads via the output FIFO.

NOTE

After the initial key permute to generate a context for an AFEU encrypted session, all subsequent messages will re-use that context, such that it is loaded, modified during the encryption, and unloaded, similar to the use of a CBC initialization vector in DES operations. A new context is generated (via key permute) according to a rekeying interval specified by the security protocol. Context should never be loaded to encrypt a message if a key is loaded and permuted at the same time.

	0–4	5	6	7	8–12	13–15	16–31
Field	Reserved	CS	DC	PP	Reserved	Burst Size	Reserved
Reset	0	0	0	0	0	0	0
R/W	R/W						
Addr	AFEU 0x08000						

	0–31
Field	Reserved
Reset	0
R/W	R/W
Addr	AFEU 0x08004

Figure A-18. AFEU Mode Register

Table A-12 describes AFEU Mode Register signals.

Table A-12. AFEU Mode Register Signals

Bits	Signal	Description
0-4	—	Reserved
5	Context Source	If Set, this causes the context to be moved from the input FIFO into the S-box prior to starting encryption/decryption. Otherwise, context should be directly written to the context registers. Context Source is only checked if the Prevent Permute bit is set. 0 Context not from FIFO 1 Context from input FIFO
6	Dump Context	If Set, this causes the context to be moved from the S-box to the output FIFO following assertion AFEU's done interrupt. 0 Do not dump context 1 After cipher, dump context

Table A-12. AFEU Mode Register Signals

Bits	Signal	Description
7	Prevent Permute	Normally, AFEU receives a key and uses that information to randomize the S-box. If reusing a context from a previous descriptor or if in static assignment mode, this bit should be set to prevent AFEU from reperforming this permutation step. 0 Perform S-Box permutation 1 Do not permute
8-12	—	Reserved
13-15	Burst Size	The MPC184 implements flow control to allow larger than FIFO sized blocks of data to be processed with a single key/context. The AFEU signals to the crypto-channel that a “Burst Size” amount of data is available to be pushed to or pulled from the FIFO. **Note:** The inclusion of this field in the AFEU Mode Register is to avoid confusing a user who may read this register in debug mode. Burst Size should not be written directly to the AFEU.
16-31	—	Reserved

A.3.3 AFEU Key Size Register

As displayed in Figure A-19, this value (1-16) indicates the number of bytes of key memory that should be used in performing S-box permutation. Any key data beyond the number of bytes in the key size register will be ignored. This register is cleared when the AFEU is reset or re-initialized. If the key size is <1 or > 16 is specified, an key size error will be generated. If the Key Size Register is modified during processing, a context error will be generated.

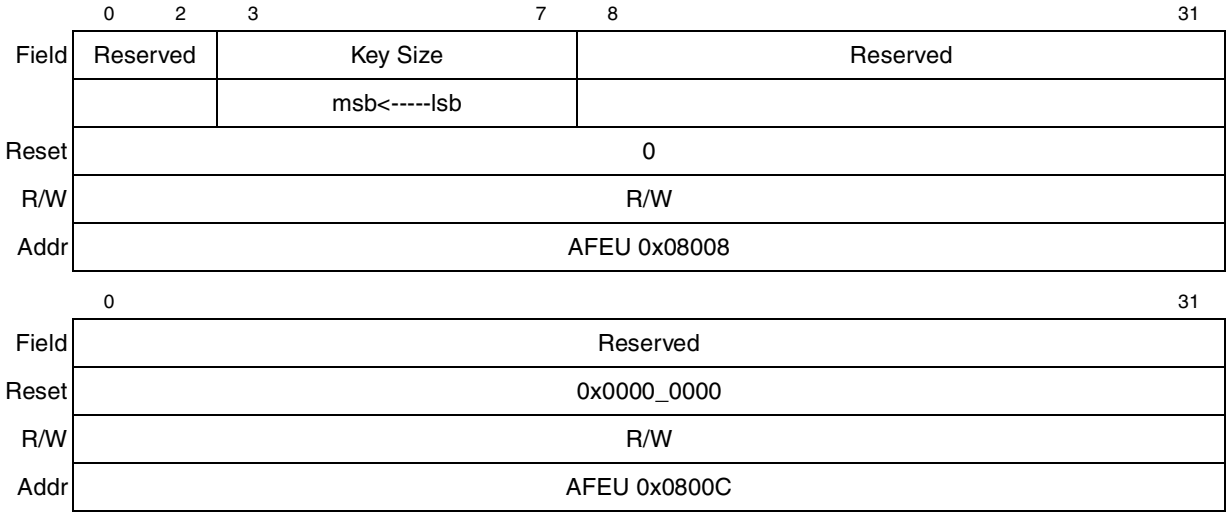


Figure A-19. AFEU Key Size Register

NOTE

The device driver will create properly formatted descriptors for situations requiring an key permute prior to ciphering. When operating the MPC184 as a target (typically debug mode), the user must set the AFEU Mode Register to perform ‘permute with key’, then write the key data to AFEU Key Registers, then write the key size to the key size register. The AFEU will start permuting the memory with the contents of the key registers immediately after the key size is written.

A.3.4 AFEU Context/Data Size Register

The AFEU Context/Data Size Register, shown in Figure A-20, stores the number of bits in the final message block. This register is cleared when the AFEU is reset or re-initialized. The last message block can be between 8 to 64 bits. If a data size that is not a multiple of 8 bits is written, a data size error will be generated.

The context/data size register is also used to specify the context size. The context size is fixed at 2072 bits (259 bytes). When loading context through the FIFO, all context data must be written prior to writing the context data size. The message data size must be written separately.

NOTE

In target mode, when reloading an existing context, the user must write the context to the Input FIFO, then write the context size (always 2072 bits, 0:15 = 0x1808). The write of the context size indicates to the MPC184 that all context has been loaded. The user then writes the message data size to the Context/Data Size Register. After this write, the user may begin writing message data to the FIFO.

Writing to this register signals the AFEU to start processing data from the input FIFO as soon as it is available. If the value of data size is modified during processing, a context error will be generated.

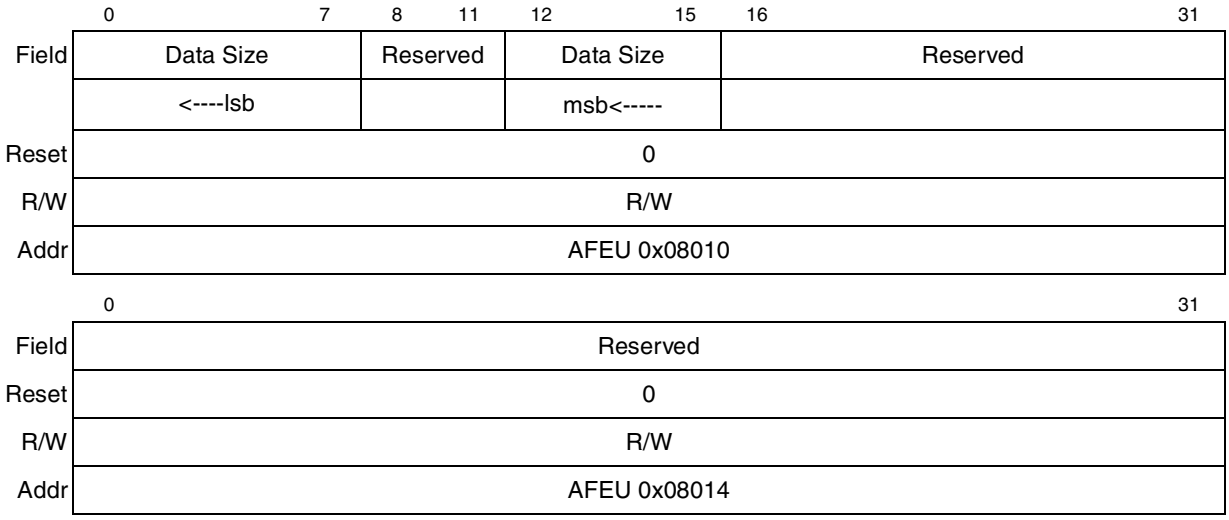


Figure A-20. AFEU Data Size Register

A.3.5 AFEU Reset Control Register

This register, as shown in Figure A-21, allows 3 levels reset that effect the AFEU only, as defined by 3 self-clearing bits. It should be noted that the AFEU executes an internal reset sequence for hardware reset, SW_RESET, or Module Init, which performs proper initialization of the S-Box. To determine when this is complete, observe the RESET_DONE bit in the AFEU Status Register.

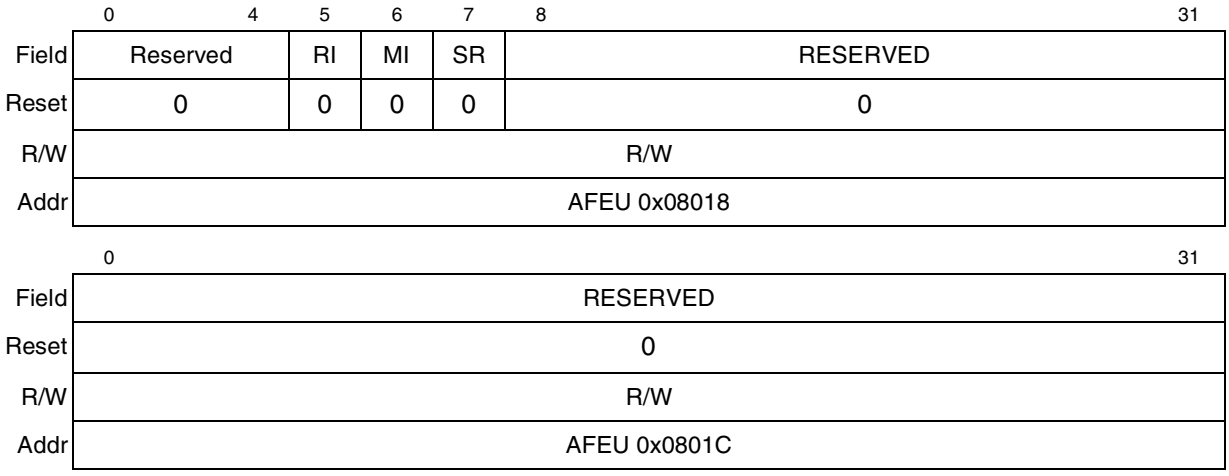


Figure A-21. AFEU Reset Control Register

Table A-13 describes AFEU Reset Control Register signals.

Table A-13. AFEU Reset Control Register Signals

Bits	Signal	Description
0-4	—	Reserved
5	Reset Interrupt	Writing this bit active high causes AFEU interrupts signalling DONE and ERROR to be reset. It further resets the state of the AFEU interrupt status register. 0 Do not reset 1 Reset interrupt logic
6	Module Init	Module initialization is nearly the same as software reset, except that the interrupt control register remains unchanged. 0 Do not reset 1 Reset most of AFEU
7	SW_Reset	Software Reset is functionally equivalent to hardware reset (the RESET# pin), but only for AFEU. All registers and internal state are returned to their defined reset state. On negation of SW_RESET, the AFEU will enter a routine to perform proper initialization of the S-Box. 0 Do not reset 1 Full AFEU reset
8-31	—	Reserved

A.3.6 AFEU Status Register

This status register, shown in Figure A-22, contains 6 bits which reflect the state of the AFEU internal signals.

The AFEU Status Register is read-only. Writing to this location will result in address error being reflected in the AFEU interrupt status register.

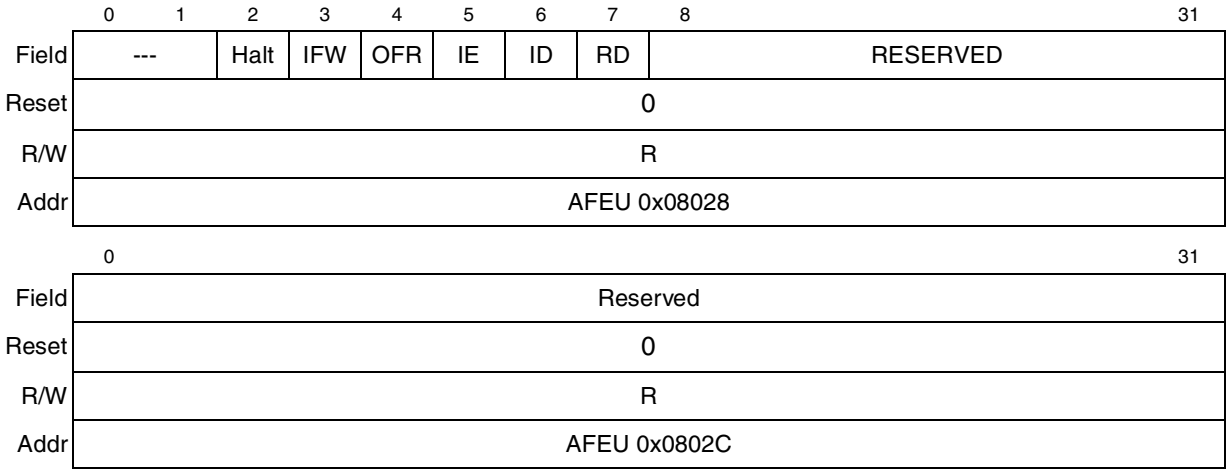


Figure A-22. AFEU Status Register

Table A-14 describes AFEU Status Register signals.

Table A-14. AFEU Status Register Signals

Bits	Signal	Description
0-1	—	Reserved
2	Halt	Halt- Indicates that the AFEU has halted due to an error. 0 AFEU not halted 1 AFEU halted **Note:** Because the error causing the AFEU to stop operating may be masked to the Interrupt Status Register, the Status Register is used to provide a second source of information regarding errors preventing normal operation.
3	IFW	Input FIFO Writable- The Controller uses this signal to determine if the AFEU can accept the next BURST SIZE block of data. 0 AFEU Input FIFO not ready 1 AFEU Input FIFO ready **Note:** The MPC184 implements flow control to allow larger than FIFO sized blocks of data to be processed with a single key/IV. The AFEU signals to the crypto-channel that a “Burst Size” amount of space is available in the FIFO. The documentation of this bit in the AFEU Status Register is to avoid confusing a user who may read this register in debug mode.
4	OFR	Output FIFO Readable- The Controller uses this signal to determine if the AFEU can source the next BURST SIZE block of data. 0 AFEU Output FIFO not ready 1 AFEU Output FIFO ready **Note:** The MPC184 implements flow control to allow larger than FIFO sized blocks of data to be processed with a single key/IV. The AFEU signals to the crypto-channel that a “Burst Size” amount of data is available in the FIFO. The documentation of this bit in the AFEU Status Register is to avoid confusing a user who may read this register in debug mode.
5	Interrupt_Error	This status bit reflects the state of the ERROR interrupt signal, as sampled by the Controller Interrupt Status Register (Section 8.1.4, “Interrupt Status Registers (ISR)”). 0 AFEU is not signaling error 1 AFEU is signaling error
6	Interrupt_Done	This status bit reflects the state of the DONE interrupt signal, as sampled by the Controller Interrupt Status Register (Section 8.1.4, “Interrupt Status Registers (ISR)”). 0 AFEU is not signaling done 1 AFEU is signaling done
7	Reset_Done	This status bit, when high, indicates that AFEU has completed its reset sequence, as reflected in the signal sampled by the appropriate crypto-channel. 0 Reset in progress 1 Reset done
8-31	—	Reserved

A.3.7 AFEU Interrupt Status Register

The interrupt status register, seen in Figure A-23, tracks the state of possible errors, if those errors are not masked, via the AFEU Interrupt Control Register. The definition of each bit in the interrupt status register is:

	0	1	2	3	4	5	6	7 10	11	12	13	14	15	16 31
Field	ME	AE	OFE	IFE	--	IFO	OFU	----	IE	ERE	CE	KSE	DSE	Reserved
Reset	0													
R/W	R/W													
Addr	AFEU 0x08030													

	0 31
Field	Reserved
Reset	0
R/W	R/W
Addr	AFEU 0x08034

Figure A-23. AFEU Interrupt Status Register

Table A-15 describes AFEU Interrupt Status Register signals.

Table A-15. AFEU Interrupt Status Register

Bits	Signals	Description
0	Mode Error	An illegal value was detected in the mode register. Note: writing to reserved bits in mode register is likely source of error. 0 No error detected 1 Mode error
1	Address Error	An illegal read or write address was detected within the AFEU address space. 0 No error detected 1 Address error
2	Output FIFO Error	The AFEU output FIFO was detected non-empty upon write of AFEU data size register. 0 No error detected 1 Output FIFO non-empty error
3	Input FIFO Error	The AFEU Input FIFO was detected non-empty upon generation of done interrupt 0 Input FIFO non-empty error enabled 1 Input FIFO non-empty error disabled
4	—	Reserved
5	Input FIFO Overflow	The AFEU input FIFO has been pushed while full. 1 Input FIFO has overflowed 0 No error detected **Note:** When operating as a master, the MPC184 implements flow-control, and FIFO size is not a limit to data input. When operated as a target, the MPC184 cannot accept FIFO inputs larger than 512B without overflowing.
6	Output FIFO Underflow	The AFEU output FIFO has been read while empty. 0 No error detected 1 Output FIFO has underflow error
7-10	—	Reserved
11	Internal Error	An internal processing error was detected while performing encryption. 0 No error detected 1 Internal error

Table A-15. AFEU Interrupt Status Register (continued)

Bits	Signals	Description
12	Early Read Error	Early Read Error- the AFEU Context Memory or Control was read while the AFEU was performing encryption. 0 No error detected 1 Early read error
13	Context Error	The AFEU mode register, key register, key size register, data size register, or context memory is modified while AFEU processes data. 0 No error detected 1 Context error
14	Key Size Error	A value outside the bounds 1 - 16 bytes was written to the AFEU key size register 0 No error detected 1 Key size error
15	Data Size Error	An inconsistent value (not a multiple of 8 bits, or larger than 64 bits) was written to the AFEU Data Size Register: 0 No error detected 1 Data size error
16-31	—	Reserved

A.3.8 AFEU Interrupt Control Register

The interrupt control register, shown in Figure A-24, controls the result of detected errors. For a given error (as defined in Section A.3.7, “AFEU Interrupt Status Register”), if the corresponding bit in this register is set, the error is disabled; no error interrupt occurs and the interrupt status register is not updated to reflect the error. If the corresponding bit is not set, then upon detection of an error, the interrupt status register is updated to reflect the error, causing assertion of the error interrupt signal, and causing the module to halt processing.

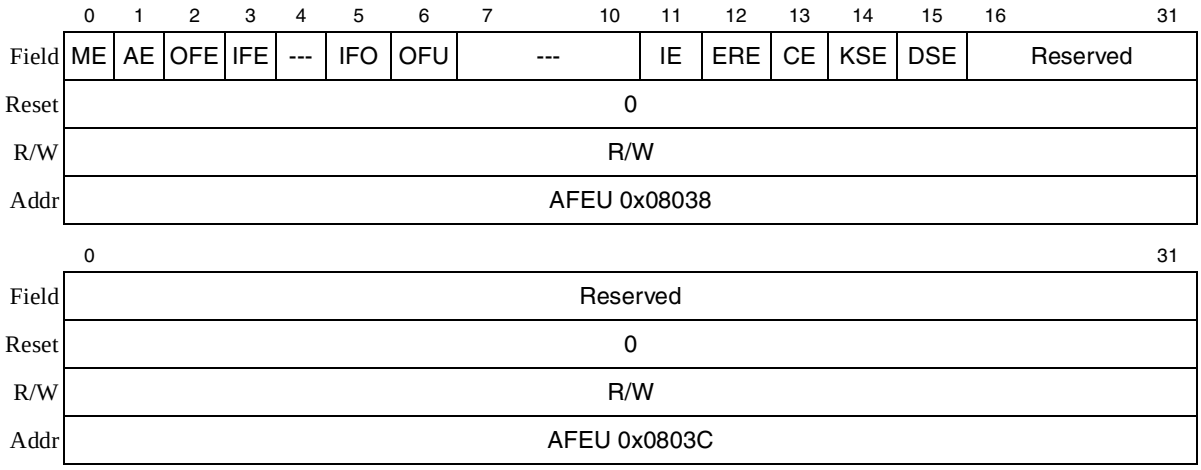


Figure A-24. AFEU Interrupt Control Register

Table A-16 describes AFEU Interrupt Control Register signals.

Table A-16. AFEU Interrupt Control Register

Bits	Signals	Description
0	Mode Error	An illegal value was detected in the mode register. 0 Mode error enabled 1 Mode error disabled
1	Address Error	An illegal read or write address was detected within the AFEU address space. 0 Address error enabled 1 Address error disabled
2	Output FIFO Error	The AFEU Output FIFO was detected non-empty upon write of AFEU data size register 0 Output FIFO non-empty error enabled 1 Output FIFO non-empty error disabled
3	Input FIFO Error	The AFEU input FIFO was detected non-empty upon generation of done interrupt. 0 Input FIFO non-empty error enabled 1 Input FIFO non-empty error disabled
4	—	Reserved
5	Input FIFO Overflow	The AFEU Input FIFO has been pushed while full. 0 Input FIFO overflow error enabled 1 Input FIFO overflow error disabled
6	Output FIFO Underflow	The AFEU Output FIFO has been read while empty. 0 Output FIFO underflow error enabled 1 Output FIFO underflow error disabled
7-10	—	Reserved
11	Internal Error	An internal processing error was detected while performing encryption. 0 Internal error enabled 1 Internal error disabled
12	Early Read Error	The AFEU Register was read while the AFEU was performing encryption. 0 Early read error enabled 1 Early read error disabled
13	Context Error	An AFEU key register, the key size register, the data size register, the mode register, or context memory was modified while AFEU was performing encryption. 0 Context error enabled 1 Context error disabled
14	Key Size Error	A value outside the bounds 1 - 16 bytes was written to the AFEU key size register 0 Key size error enabled 1 Key size error disabled
15	Data Size Error	An inconsistent value was written to the AFEU Data Size Register: 0 Data Size error enabled 1 Data size error disabled
16-31	—	Reserved

A.3.9 AFEU End of Message Register

The end of message register in the AFEU, displayed in Figure A-25, is used to indicate an ARC-4 operation may be completed. After the final message block is written to the input FIFO, the end of message register must be written. The value in the data size register will be used to determine

how many bits of the final message block (8-64, in multiples of 8) will be processed. Writing to this register causes the AFEU to process the final block of a message, allowing it to signal DONE. If the ‘dump context’ bit in the AFEU Mode Register is set, the context will be written to the output FIFO following the last message word. A read of this register will always return a zero value.

The AFEU End Of Message Register is only used when the MPC184 is operated as a target. The descriptors and crypto-channel activate the AFEU (via an internally generated write to the end of message register) when the MPC184 acts as an initiator.

	0	31
Field	AFEU End of Message	
Reset	0	
R/W	W	
Addr	AFEU 0x08050	

Figure A-25. AFEU End of Message Register

A.3.10 AFEU Context

This section provides additional information about the AFEU context memory and its related pointer register.

A.3.10.1 AFEU Context Memory

The S-Box memory consists of 64 32-bit words, each readable and writable. The S-Box contents should not be written with data unless it was previously read from the S-Box. Context data may only be written if the ‘prevent permutation’ mode bit is set (see Figure A-18 on page A-24) and the context data must be written prior to the message data. If the context registers are written during message processing or the ‘prevent permutation’ bit is not set, a context error will be generated. Reading this memory while the module is not done will generate an error interrupt.

A.3.10.2 AFEU Context Memory Pointer Register

The context memory pointer register holds the internal context pointers that are updated with each byte of message processed. These pointers correspond to the values of I, J, and Sbox[I+1] in the ARC-4 algorithm. If this register is written during message processing, a context error will be generated.

When performing ARC-4 operations, the user has the option of performing a new S-Box permutation per packet, or unloading the contents of the S-box (context) and reloading this context prior to processing of the next packet. The S-Box contents (256bytes) plus the 3 bytes of the context memory pointets are unloaded and reloaded via the AFEU FIFOs.

AFEU Context consists of the contents of the S-Box, as well as three counter values, which indicate the next values to be used from the S-Box. Context must be loaded in the same order in which it was unloaded.

A.3.11 AFEU Key Registers

AFEU uses two write-only key registers to guide initial permutation of the AFEU S-Box, in conjunction with the AFEU key size register. AFEU performs permutation starting with the first byte of key register 0, and uses as many bytes from the two key registers as necessary to complete the permutation. Reading either of these memory locations will generate an address error interrupt.

A.3.12 AFEU FIFOs

AFEU uses an input FIFO/output FIFO pair to hold data before and after the encryption process. These FIFOs are multiply addressable, but those multiple addresses point only to the appropriate end of the appropriate FIFO. A write to anywhere in the AFEU FIFO address space causes the 32-bit-word to be pushed onto the AFEU input FIFO, and a read from anywhere in the AFEU FIFO Address space causes a 32-bit-word to be popped off of the AFEU output FIFO. Overflows and underflows caused by reading or writing the AFEU FIFOs are reflected in the AFEU interrupt status register.

A.4 Message Digest Execution Units (MDEU)

This section contains details about the Message Digest Execution Units (MDEU), including detailed register map, modes of operation, status and control registers, and FIFOs.

A.4.1 MDEU Register Map

The registers used in the MDEU are documented primarily for debug and target mode operations. If the MPC184 requires the use of the MDEU when acting as an initiator, accessing these registers directly is unnecessary. The device drivers and the on-chip controller will abstract register level access from the user. The MDEU contains the following registers:

- MDEU Mode Register
- Key Size Register
- Data Size Register
- Reset Control Register
- Status Register
- Interrupt Status Register
- Interrupt Control Register
- “Go” Register

- Context Registers
- Key Registers
- MDEU Input FIFO

A.4.2 MDEU Mode Register

The MDEU Mode Register, shown in Figure A-26, contains 8 bits which are used to program the MDEU. It also reflects the value of burst size, which is loaded by the crypto-channel during normal operation with the MPC184 as an initiator. Burst size is not relevant to target mode operations, where an external host pushes and pulls data from the execution units.

The mode register is cleared when the MDEU is reset or re-initialized. Setting a reserved mode bit will generate a data error. If the mode register is modified during processing, a context error will be generated.

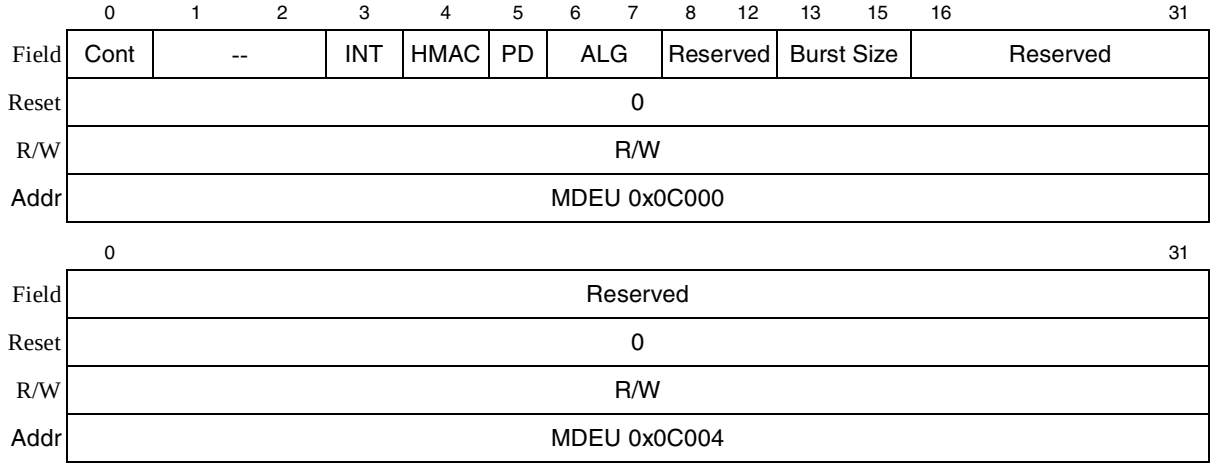


Figure A-26. MDEU Mode Register

Table A-17 describes MDEU Mode Register signals.

Table A-17. MDEU Mode Register

Bits	Signal	Description
0	Cont	Continue (Cont): Used during HMAC/HASH processing when the data to be hashed is spread across multiple descriptors. 0 = Don't Continue- operate the MDEU in auto completion mode. 1 = Preserve context to operate the MDEU in Continuation mode.
1:2	—	Reserved
3	INT	Initialization Bit (INT): Cause an algorithm-specific initialization of the digest registers. Most operations will require this bit to be set. Only static operations that are continuing from a know intermediate hash value would not initialize the registers. 0 Do not initialize 1 Initialize the selected algorithm's starting registers

Table A-17. MDEU Mode Register (continued)

Bits	Signal	Description
4	HMAC	Identifies the hash operation to execute: 0 Perform standard hash 1 Perform HMAC operation. This requires a key and key length information.
5	PD	If set, configures the MDEU to automatically pad partial message blocks. 0 Do not autopad 1 Perform automatic message padding whenever an incomplete message block is detected.
6:7	ALG	Message Digest algorithm selection 00 = SHA-160 algorithm (full name for SHA-1) 01 = SHA-256 algorithm 10 = MD5 algorithm 11 = Reserved
8-12	---	Reserved
13-15	Burst Size	The MPC184 implements flow control to allow larger than FIFO sized blocks of data to be processed with a single key/context. The MDEU signals to the crypto-channel that a “Burst Size” amount of data is available to be pushed to the FIFO. **Note:** The inclusion of this field in the MDEU Mode Register is to avoid confusing a user who may read this register in debug mode. Burst Size should not be written directly to the MDEU.
16-31	---	Reserved

A.4.3 MDEU Key Size Register

Displayed in Figure A-27, this value indicates the number of bits of key memory that should be used in HMAC generation. MDEU supports at most 512 bits of key. MDEU will generate a key size error if the value written to this register exceeds 512 bits, or if a non-zero value is written when the MDEU Mode Register indicates no HMAC.

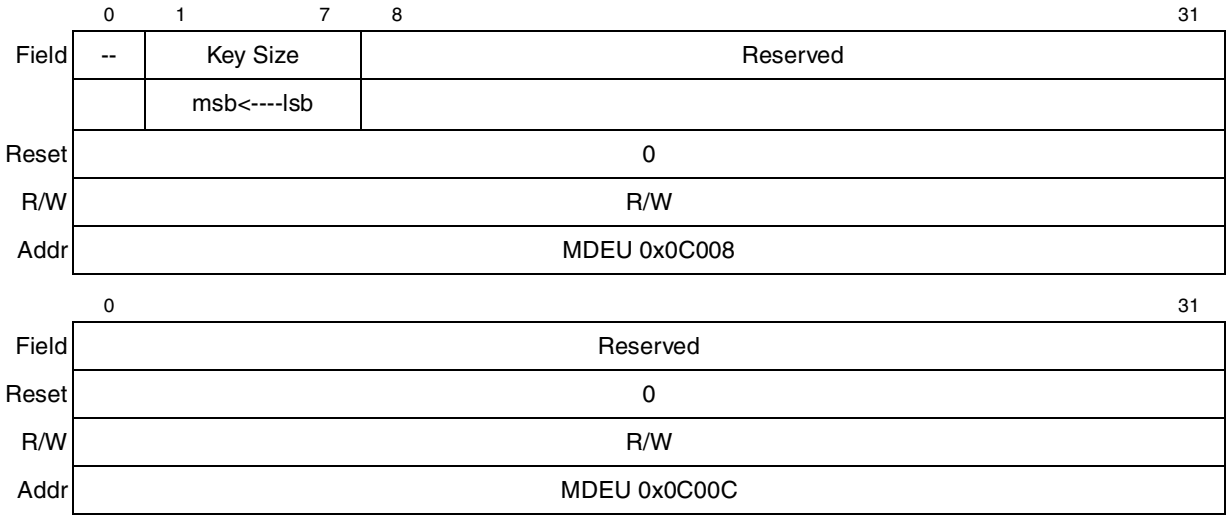


Figure A-27. MDEU Key Size Register

A.4.4 MDEU Data Size Register

The MDEU Data Size Register, shown in Figure A-28, stores the size of the last block of data (in bits) to be processed. The first three bits are used to check for a bit offset in the last byte of the message. Since the engine does not support bit offsets, any value other than ‘0’ in these positions will cause a data size error. The next three bits are used to identify the ending byte location in the last 8-byte dword. This is used to add the data padding when auto padding is selected. This register is cleared when the MDEU is reset, re-initialized, and at the end of processing the complete message.

NOTE

Writing to the data size register will allow the MDEU to enter auto-start mode. Therefore, the required context data should be written prior to writing the data size.

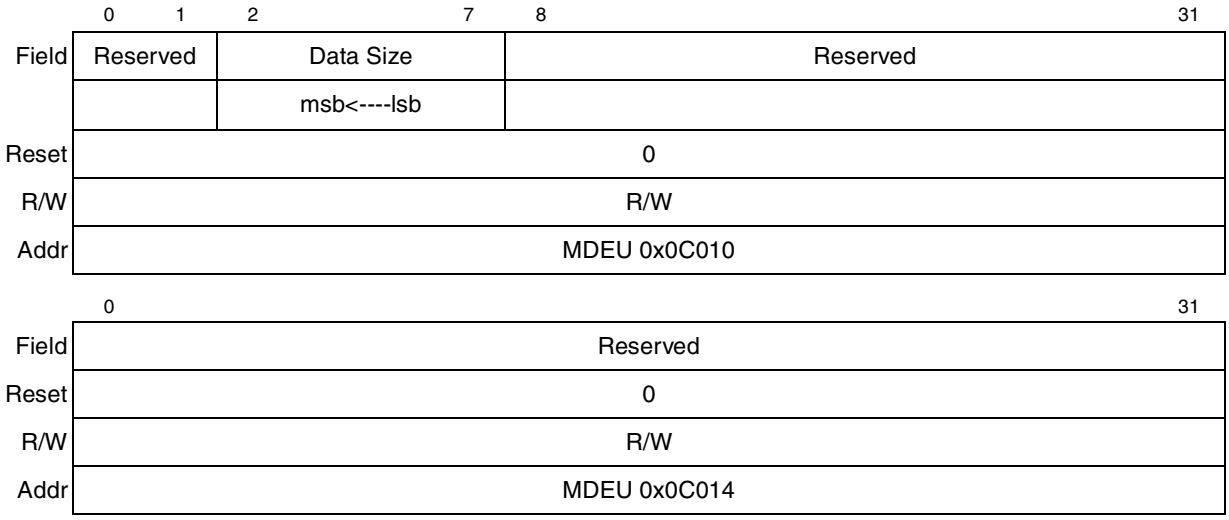


Figure A-28. MDEU Data Size Register

A.4.5 MDEU Reset Control Register

This register, shown in Figure A-29, allows 3 levels reset of just the MDEU, as defined by the 3 self-clearing bits:

	0–4	5	6	7	8–31
Field	Reserved	RI	MI	SR	Reserved
Reset	0	0	0	0	0
R/W	R/W				
Addr	MDEU 0x0C018				

	0–31
Field	Reserved
Reset	0
R/W	R/W
Addr	MDEU 0x0C01C

Figure A-29. MDEU Reset Control Register

Table A-18 describes MDEU Reset Control Register signals.

Table A-18. MDEU Reset Control Register Signal

Bits	Signal	Description
0-4	—	Reserved
5	Reset Interrupt	Writing this bit active high causes MDEU interrupts signalling DONE and ERROR to be reset. It further resets the state of the MDEU Interrupt Status Register. 0 No reset 1 Reset interrupt logic
6	Module Init	Module initialization is nearly the same as software reset, except that the MDEU Interrupt Control Register remains unchanged. 0 No reset 1 Reset most of MDEU
7	SW_RESET	Software reset is functionally equivalent to hardware reset (the RESET# pin), but only for the MDEU. All registers and internal state are returned to their defined reset state. 0 No reset 1 Full MDEU reset
8-31	—	Reserved

A.4.6 MDEU Status Register

This status register, as seen in Figure A-30, contains 5 bits which reflect the state of the MDEU internal signals.

The MDEU Status Register is read-only. Writing to this location will result in address error being reflected in the MDEU Interrupt Status Register.

	0	1	2	3	4	5	6	7	8	31
Field	---		Halt	IFW	---	IE	ID	RD	RESERVED	
Reset	0									
R/W	R									
Addr	MDEU 0x0C028									

	0	31
Field	Reserved	
Reset	0	
R/W	R	
Addr	MDEU 0x0C02C	

Figure A-30. MDEU Status Register

Table A-14 describes MDEU Status Register signals.

Table A-19. MDEU Status Register Signals

Bits	Signal	Description
0-1	—	Reserved
2	Halt	Halt- Indicates that the MDEU has halted due to an error. 0 MDEU not halted 1 MDEU halted **Note:** Because the error causing the MDEU to stop operating may be masked to the Interrupt Status Register, the Status Register is used to provide a second source of information regarding errors preventing normal operation.
3	IFW	Input FIFO Writable- The Controller uses this signal to determine if the MDEU can accept the next BURST SIZE block of data. 0 MDEU Input FIFO not ready 1 MDEU Input FIFO ready **Note:** The MPC184 implements flow control to allow larger than FIFO sized blocks of data to be processed with a single key/IV. The MDEU signals to the crypto-channel that a “Burst Size” amount of space is available in the FIFO. The documentation of this bit in the MDEU Status Register is to avoid confusing a user who may read this register in debug mode.
4	—	Reserved
5	Interrupt_Error	This status bit reflects the state of the ERROR interrupt signal, as sampled by the Controller Interrupt Status Register (Section 8.1.4, “Interrupt Status Registers (ISR)”). 0 MDEU is not signaling error 1 MDEU is signaling error
6	Interrupt_Done	This status bit reflects the state of the DONE interrupt signal, as sampled by the Controller Interrupt Status Register (Section 8.1.4, “Interrupt Status Registers (ISR)”). 0 MDEU is not signaling done 1 MDEU is signaling done

Table A-19. MDEU Status Register Signals

Bits	Signal	Description
7	Reset_Done	This status bit, when high, indicates that MDEU has completed its reset sequence, as reflected in the signal sampled by the appropriate crypto-channel. 0 Reset in progress 1 Reset done
8-31	—	Reserved

A.4.7 MDEU Interrupt Status Register

The interrupt status register tracks the state of possible errors, if those errors are not masked, via the MDEU Interrupt Control Register. The definition of each bit in the interrupt status register is shown in Figure .

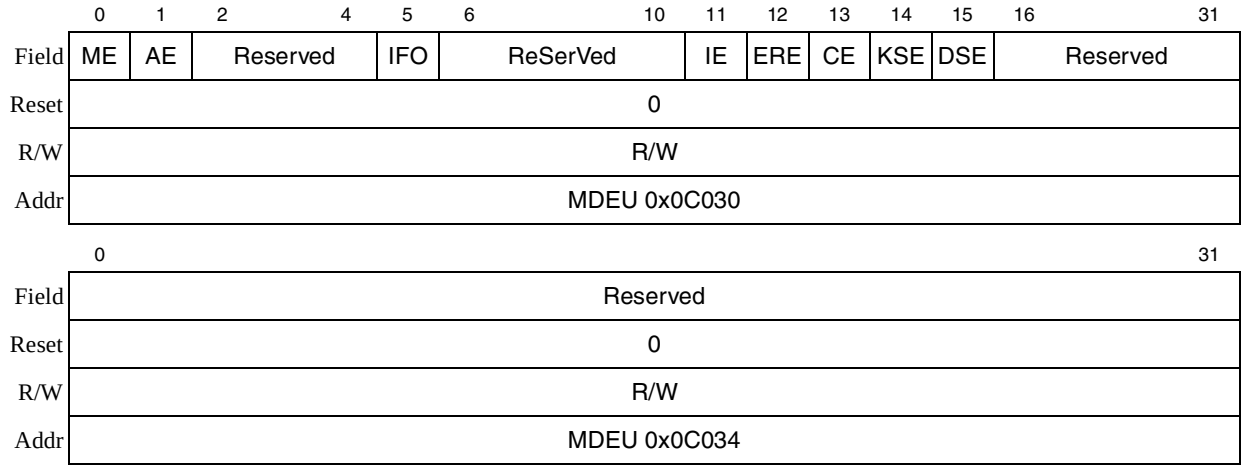


Figure A-31. MDEU Interrupt Status Register

Table A-20 describes MDEU Interrupt Status Register signals.

Table A-20. MDEU Interrupt Status Register Signals

Bits	Signal	Description
0	Mode Error	An illegal value was detected in the mode register. Note: writing to reserved bits in mode register is likely source of error. 0 No error detected 1 Mode error
1	Address Error	An illegal read or write address was detected within the MDEU address space. 0 No error detected 1 Address Error
2-4	—	Reserved

Table A-20. MDEU Interrupt Status Register Signals (continued)

Bits	Signal	Description
5	Input FIFO Overflow	the MDEU Input FIFO has been pushed while full. 0 No overflow detected 1 Input FIFO has overflowed **Note:** When operating as a master, the MPC184 implements flow-control, and FIFO size is not a limit to data input. When operated as a target, the MPC184 cannot accept FIFO inputs larger than 512B without overflowing.
6-10	—	Reserved
11	Internal Error	Indicates the MDEU has been locked up and requires a reset before use. 0 No internal error detected 1 Internal error detected **Note:** This bit will be asserted any time an enabled error condition occurs and can only be cleared by setting the corresponding bit in the Error Interrupt Control Register or by resetting the MDEU.
12	Early Read Error	The MDEU context was read before the MDEU completed the hashing operation. 0 No error detected 1 Early read error
13	Context Error	The MDEU key register, key size register, or data size register was modified while MDEU was hashing. 0 No error detected 1 Context error
14	Key Size Error	A value greater than 512 bits was written to the MDEU key size register. 0 No error detected 1 Key size error
15	Data Size Error	A value not a multiple of 512 bits while the MDEU Mode Register autopad bit is negated. 0 No error detected 1 Data size error
16-31	—	Reserved

A.4.8 MDEU Interrupt Control Register

The MDEU Interrupt Control Register, shown in Figure A-32, controls the result of detected errors. For a given error (as defined in Section A.4.7, “MDEU Interrupt Status Register”), if the corresponding bit in this register is set, then the error is disabled; no error interrupt occurs and the interrupt status register is not updated to reflect the error. If the corresponding bit is not set, then upon detection of an error, the interrupt status register is updated to reflect the error, causing assertion of the error interrupt signal, and causing the module to halt processing.

	0	1	2 4	5	6 10	11	12	13	14	15	16 31
Field	DE	AE	Reserved	IFO	Reserved	IE	ERE	CE	KSE	DSE	Reserved
Reset	0										
R/W	R/W										
Addr	MDEU 0x0C038										

	0 31
Field	Reserved
Reset	0
R/W	R/W
Addr	MDEU 0x0C03C

Figure A-32. MDEU Interrupt Control Register

Table A-20 describes MDEU Interrupt Status Register signals.

Table A-21. MDEU Interrupt Control Register Signals

Bits	Signal	Description
0	Mode Error	An illegal value was detected in the mode register. 0 Mode error enabled 1 Mode error disabled
1	Address Error	An illegal read or write address was detected within the MDEU address space. 0 Address error enabled 1 Address error disabled
2-4	—	Reserved
5	Input FIFO Overflow	The MDEU Input FIFO has been pushed while full. 0 Input FIFO overflow error enabled 1 Input FIFO overflow error disabled
6-10	—	Reserved
11	Internal Error	An internal processing error was detected while performing hashing. 0 Internal error enabled 1 Internal error disabled
12	Early Read Error	The MDEU Register was read while the MDEU was performing hashing. 0 Early read error enabled 1 Early read error disabled
13	Context Error	The MDEU key register, the key size register, the data size register, or the mode register, was modified while the MDEU was performing hashing. 0 Context error enabled 1 Context error disabled
14	Key Size Error	A value outside the bounds 512 bits was written to the MDEU key size register 0 Key size error enabled 1 Key size error disabled

Table A-21. MDEU Interrupt Control Register Signals

Bits	Signal	Description
15	Data Size Error	An inconsistent value was written to the MDEU Data Size Register: 0 Data Size error enabled 1 Data size error disabled
16-31	—	Reserved

A.4.9 MDEU EU_GO Register

The EU_GO Register in the MDEU, see Figure A-33, is used to indicate an authentication operation may be completed. After the final message block is written to the input FIFO, the EU-GO Register must be written. The value in the data size register will be used to determine how many bits of the final message block (always 512) will be processed. Note that this register has no data size, and during the write operation, the host data bus is not read. Hence, any data value is accepted. Normally, a write operation with a zero data value is performed. Moreover, no read operation from this register is meaningful, but no error is generated, and a zero value is always returned. Writing to this register is merely a trigger causing the MDEU to process the final block of a message, allowing it to signal DONE.

The DEU EU_GO Register is only used when the MPC184 is operated as a target. The descriptors and crypto-channel activate the MDEU (via an internally generated write to the EU_Go register) when the MPC184 acts as an initiator.

	0	31
Field	MDEU EU_GO	
Reset	0	
R/W	W	
Addr	MDEU 0x0C050	

Figure A-33. MDEU EU_GO Register

A.4.10 MDEU Context Registers

For MDEU, context consists of the hash plus the message length count as shown inFigure A-34. Write access to this register block allows continuation of a previous hash. Reading these registers provide the resulting message digest or HMAC, along with an aggregate bitcount.

NOTE

SHA-1and SHA-256 are big endian. MD5 is little endian. The MDEU module internally reverses the endianness of the five registers A, B, C, D, and E upon writing to or reading from the MDEU context if the MDEU mode register indicates MD5 is the hash of choice. Most other endian considerations are performed as 8 byte swaps. In this case, 4-byte endianness swapping is performed within the A, B, C, D, and E fields as individual registers. Reading this memory location while the module is not done will generate an error interrupt.

	0 31		0 31	
Name	A	Context offset$100	B	Context offset$104
Reset (MD5, SHA-1)	0x01234567		0x89abcdef	
Reset (SHA-256)	0x67e6096a		0x85ae67bb	
Name	**C**	Context offset$108	**D**	Context offset$10C
Reset (MD5, SHA-1)	0xfedcba98		0x76543210	
Reset (SHA-256)	0x72f36e3c		0x3af54fa5	
Name	**E**	Context offset$110	**F**	Context offset$114
Reset (MD5, SHA-1)	0xf0e1d2c3		0x00000000	
Reset (SHA-256)	0x7f520e51		0x8c68059b	
Name	**G**	Context offset$118	**H**	Context offset$11C
Reset (MD5, SHA-1)	0x00000000		0x00000000	
Reset (SHA-256)	0xabd9831f		0x19cde05b	
Name	Message Length Count			Context offset$120
Reset	0			

Figure A-34. MDEU Context Registers

A.4.11 MDEU Key Registers

The MDEU maintains sixteen 32-bit registers for writing an HMAC key. The IPAD and OPAD operations are performed automatically on the key data when required. Reading any of these memory locations will generate an address error interrupt.

NOTE

SHA-1 and SHA-256 are big endian. MD5 is little endian. The MDEU module internally reverses the endianness of the key upon writing to or reading from the MDEU key registers if the MDEU mode register indicates MD5 is the hash of choice.

A.4.12 MDEU FIFOs

MDEU uses an input FIFO to hold data to be hashed. The input FIFO is multiply addressable, but those multiple addresses point only to the write (push) end of the FIFO. A write to anywhere in the MDEU FIFO address space causes the 32-bit-words to be pushed onto the MDEU input FIFO, and a read from anywhere in the MDEU FIFO address space causes the address error bit of the interrupt status register to be set.

NOTE

SHA-1 and SHA-256 are big endian. MD5 is little endian. The MDEU module internally reverses the endianness of the key upon writing to or reading from the MDEU key registers if the MDEU mode register indicates MD5 is the hash of choice.

A.5 Random Number Generator (RNG)

This section contains details about the Random Number Generator (RNG), including detailed register map, modes of operation, status and control registers, and FIFOs.

A.5.1 Overview

The RNG is an execution unit capable of generating 32-bit random numbers. It is designed to comply with the FIPS-140 standard for randomness and non-determinism. A linear feedback shift register (LSFR) and cellular automata shift register (CASR) are operated in parallel to generate pseudo-random data.

A.5.2 Functional Description

The RNG consists of six major functional blocks:

- Bus interface unit (BIU)

- Linear feedback shift register (LFSR)
- Cellular automata shift register (CASR)
- Clock controller
- Two ring oscillators

The states of the LFSR and CASR are advanced at unknown frequencies determined by the two ring oscillator clocks and the clock control. When a read is performed, the oscillator clocks are halted and a collection of bits from the LFSR and CASR are XORed together to obtain the 64-bit random output.

A.5.3 RNG Register Map

The registers used in the MDEU are documented primarily for debug and target mode operations. If the MPC184 requires the use of the MDEU when acting as an initiator, accessing these registers directly is unnecessary. The device drivers and the on-chip controller will abstract register level access from the user.

The single RNG contains the following registers:

- RNG mode register
- Data size register
- Reset control register
- Status register
- Interrupt status register
- Interrupt control register
- RNG output FIFO

A.5.4 RNG Mode Register

The RNG Mode Register is used to control the RNG. One operational mode, randomizing, is defined. Writing any other value than 0 to 0:12 results in a data error interrupt that’s reflected in the RNG Interrupt Status Register. The mode register also reflects the value of burst size, which is loaded by the crypto-channel during normal operation with the MPC184 as an initiator. Burst size is not relevant to target mode operations, where an external host pushes and pulls data from the execution units.

The mode register is cleared when the RNG is reset or re-initialized. The RNG mode register is shown in Figure A-35.

	0 – 12	13 – 15	16 – 31
Field	Reserved	Burst Count	Reserved
Reset	0		
R/W	R/W		
Addr	0x0E000		

	0 – 31
Field	Reserved
Reset	0
R/W	R/W
Addr	0x0E004

Figure A-35. RNG Mode Register

Table A-22. RNG Mode Register Definitions

Bits	Signal	Description
0:12	___	Reserved, must be set to zero.
13:15	Burst Count	The MPC184 implements flow control to allow larger than FIFO sized blocks of data to be processed with a single key/context. The RNG signals to the crypto-channel that a “Burst Size” amount of data is available to be pulled from the FIFO. **Note:** The inclusion of this field in the RNG Mode Register is to avoid confusing a user who may read this register in debug mode. Burst Size should not be written directly to the RNG.
16:31	___	Reserved

A.5.5 RNG Data Size Register

The RNG Data Size Register is used to tell the RNG to begin generating random data. The actual contents of the data size register does not affect the operation of the RNGA. After a reset and prior to the first write of data size, the RNG builds entropy without pushing data onto the FIFO. Once the data size register is written, the RNG will begin pushing data onto the FIFO. Data will be pushed onto the FIFO every 256 cycles until the FIFO is full. The RNG will then attempt to keep the FIFO full.

	0 – 31
Field	RNG Data Size
Reset	0
R/W	R/W
Addr	0x0E010

Figure A-36. RNG Data Size Register

A.5.6 RNG Reset Control Register

This register, shown in Figure , contains three reset options specific to the RNG.

	0 4	5	6	7	8 31
Field	Reserved	RI	MI	SR	Reserved
Reset	0	0	0	0	0
R/W	R/W				
Addr	0x0E018				

	0 31
Field	Reserved
Reset	0
R/W	R/W
Addr	RNG 0x0E01C

Figure A-37. RNG Reset Control Register

Table A-23 describes RNG reset control register signals.

Table A-23. RNG Reset Control Register Signals

Bits	Signal	Description
0-4	—	Reserved
5	Reset Interrupt	Writing this bit active high causes RNG interrupts signalling DONE and ERROR to be reset. It further resets the state of the RNG interrupt status register. 0 No reset 1 Reset interrupt logic
6	Module Init	This reset value performs enough of a reset to prepare the RNG for another request, without forcing the internal control machines and the output FIFO to be reset, thereby invalidating stored random numbers or requiring reinvocation of a warm-up period. Module initialization is nearly the same as software reset, except that the interrupt control register remains unchanged. 0 No reset 1 Reset most of RNG
7	SW_RESET	Software reset is functionally equivalent to hardware reset (the RESET# pin), but only for the RNG. All registers and internal state are returned to their defined reset state. 0 No reset 1 Full RNG reset
8-31	—	Reserved

A.5.7 RNG Status Register

This RNG Status Register, Figure A-38, contains 4 bits which reflect the state of the RNG internal signals.

The RNG Status Register is read-only. Writing to this location will result in an address error being reflected in the RNG interrupt status register.

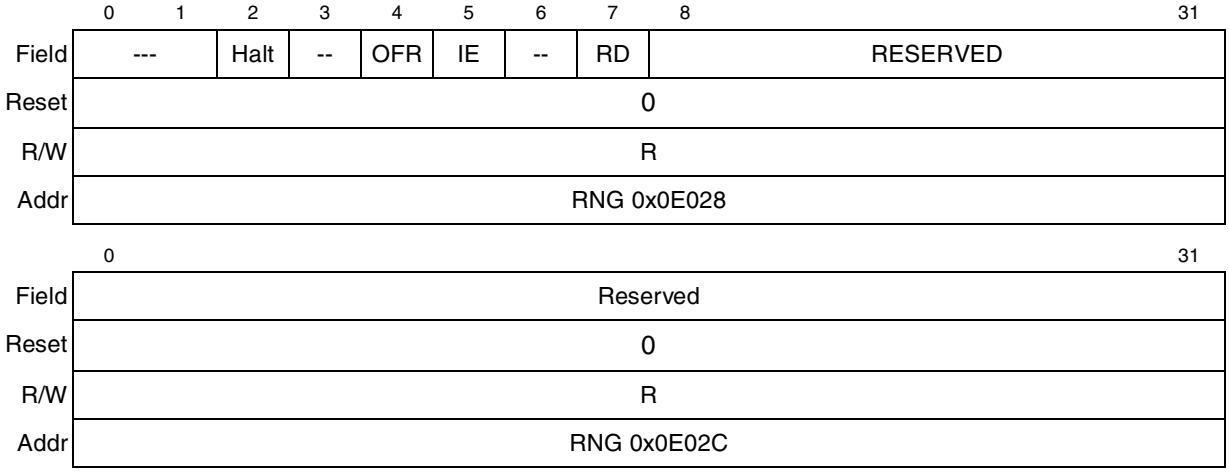


Figure A-38. RNG Status Register

Table A-14 describes RNG Status Register signals.

Table A-24. RNG Status Register Signals

Bits	Signal	Description
0-1	—	Reserved
2	Halt	Halt- Indicates that the RNG has halted due to an error. 0 RNG not halted 1 RNG halted **Note:** Because the error causing the RNG to stop operating may be masked to the Interrupt Status Register, the Status Register is used to provide a second source of information regarding errors preventing normal operation.
3	—	Reserved
4	OFR	Output FIFO Readable- The Controller uses this signal to determine if the RNG can source the next BURST SIZE block of data. 0 RNG Output FIFO not ready 1 RNG Output FIFO ready
5	Interrupt_Error	This status bit reflects the state of the ERROR interrupt signal, as sampled by the Controller Interrupt Status Register (Section 8.1.4, “Interrupt Status Registers (ISR)”). 0 RNG is not signaling error 1 RNG is signaling error
6	---	Reserved
7	RESET_DONE	This status bit, when high, indicates that the RNG has completed its reset sequence. 0 Reset in progress 1 Reset done
8-31	—	Reserved

A.5.8 RNG Interrupt Status Register

The RNG Interrupt Status Register tracks the state of possible errors, if those errors are not masked, via the RNG interrupt control register. The definition of each bit in the interrupt status register is shown in Figure A-39.

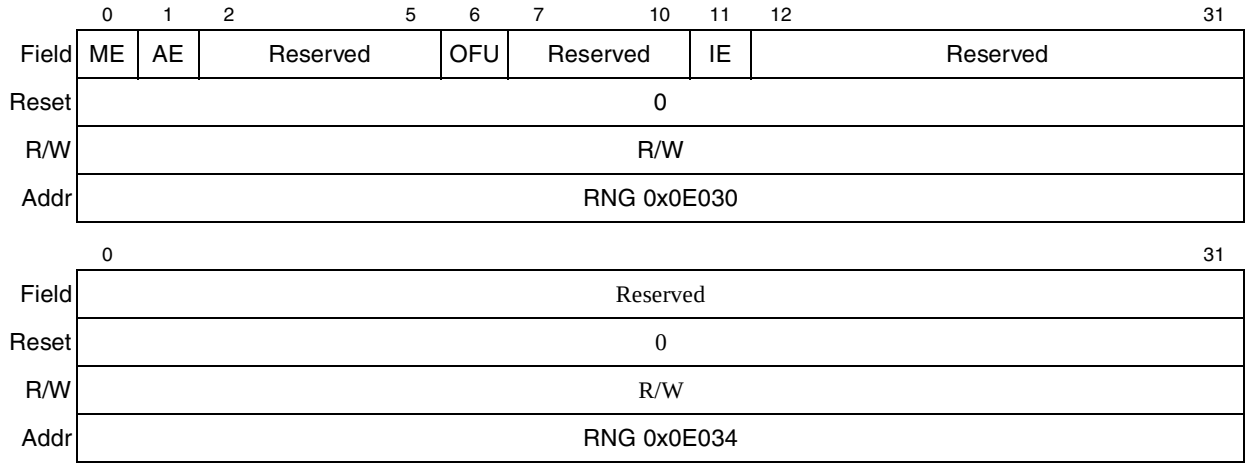


Figure A-39. RNG Interrupt Status Register

Table A-25 describes RNG interrupt status register signals.

Table A-25. RNG Interrupt Status Register Signals

Bits	Signal	Description
0	Mode Error	Indicates that the host has attempted to write an illegal value to the Mode register 0 Valid Data 1 Invalid Data Error
1	Address Error	An illegal read or write address was detected within the RNG address space. 0 No error detected 1 Address error
2-5	----	Reserved
6	Output FIFO Underflow	The RNG Output FIFO has been read while empty. 0 No overflow detected 1 Output FIFO has underflowed
7-10	---	Reserved
11	Internal Error	0 No internal error detected 1 Internal error
12-31	----	Reserved

A.5.9 RNG Interrupt Control Register

The RNG Interrupt Control Register controls the result of detected errors. For a given error (as defined in Section A.5.8, “RNG Interrupt Status Register”), if the corresponding bit in this register

is set, then the error is disabled; no error interrupt occurs and the interrupt status register is not updated to reflect the error. If the corresponding bit is not set, then upon detection of an error, the interrupt status register is updated to reflect the error, causing assertion of the error interrupt signal, and causing the module to halt processing.

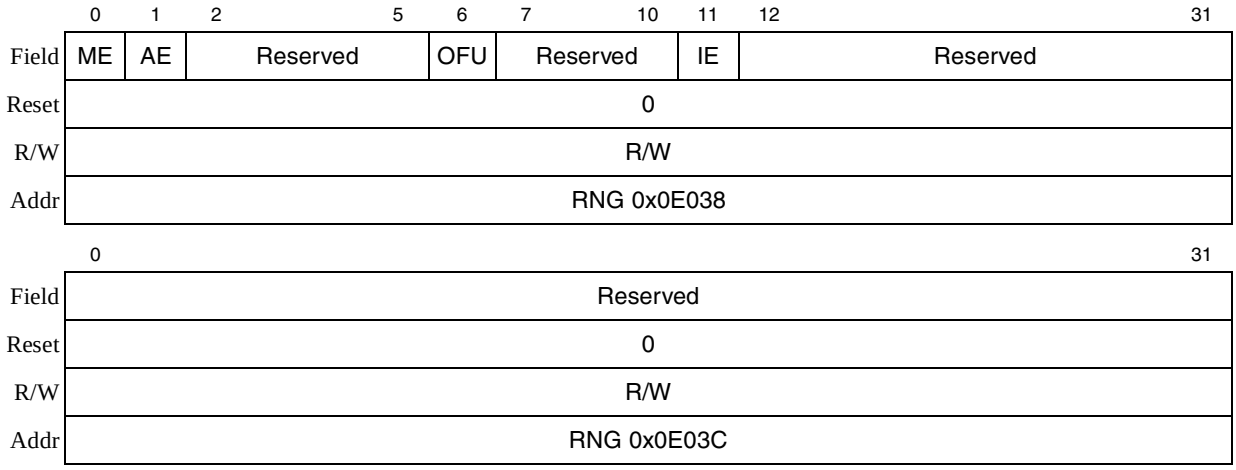


Figure A-40. RNGA Interrupt Control Register

Table A-26 describes RNG interrupt status register signals.

Table A-26. RNG Interrupt Control Register Signals

Bits	Signal	Description
0	Mode Error	An illegal value was detected in the mode register. 0 Mode error enabled 1 Mode error disabled
1	Address Error	An illegal read or write address was detected within the MDEU address space. 0 Address error enabled 1 Address error disabled
2-5	----	Reserved
6	Output FIFO Underflow	RNG Output FIFO has been read while empty. 0 Output FIFO underflow error enabled 1 Output FIFO underflow error disabled
7-10	—	Reserved
11	Internal Error	An internal processing error was detected while generating random numbers. 0 Internal error enabled 1 Internal error disabled
12-31	----	Reserved

A.5.10 RNG EU_GO Register

The RNG EU_Go is a writable location but serves no function in the RNG. It is documented for the sake of consistency with the other EU's.

	0	31
Field	RNG EU_GO	
Reset	0	
R/W	W	
Addr	RNG 0x0E050	

Figure A-41. RNG EU_GO Register

A.5.11 RNG FIFO

RNG uses an output FIFO to collect periodically sampled random 64-bit-words, with the intent that random data always be available for reading. The FIFO is multiply addressed, but those multiple addresses point only to the appropriate end of the output FIFO. A read from anywhere in the RNG FIFO address space causes a 32-bit-word to be popped off of the RNG output FIFO. Underflows caused by reading or writing the RNG output FIFO are reflected in the RNG interrupt status register. Also, a write to the RNG output FIFO space will be reflected as an addressing error in the RNG interrupt status register.

A.6 Advanced Encryption Standard Execution Units (AESU)

This section contains details about the Advanced Encryption Standard Execution Units (AESU), including detailed register map, modes of operation, status and control registers, and FIFOs.

A.6.1 AESU Register Map

The registers used in the AESU are documented primarily for debug and target mode operations. If the MPC184 requires the use of the AESU when acting as an initiator, accessing these registers directly is unnecessary. The device drivers and the on-chip controller will abstract register level access from the user. The AESU contains the following registers:

- AESU Mode Register
- Key Size Register
- Data Size Register
- Reset Control Register
- Status Register
- Interrupt Status Register
- Interrupt Control Register
- End Of Message Register
- IV Registers

- Key Registers
- AESU FIFOs

A.6.2 AESU Mode Register

The AESU Mode Register, shown in Figure A-42, contains 3 bits which are used to program the AESU. It also reflects the value of burst size, which is loaded by the crypto-channel during normal operation with the MPC184 as an initiator. Burst size is not relevant to target mode operations, where an external host pushes and pulls data from the execution units.

The mode register is cleared when the AESU is reset or re-initialized. Setting a reserved mode bit will generate a data error. If the mode register is modified during processing, a context error will be generated.

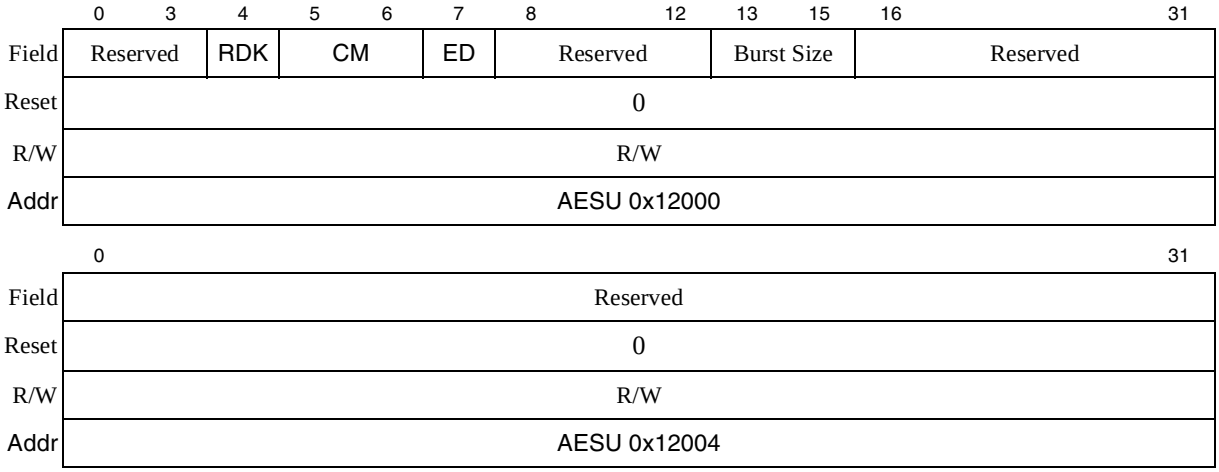


Figure A-42. AESU Mode Register

Table A-6 describes AESU mode register signals.

Table A-27. AESU Mode Register Signals

Bits	Signal	Description
0-3	—	Reserved
4	RDK	Restore Decrypt Key (RDK): Specifies that key data write will contain pre-expanded key (decrypt mode only). 0 Expand the user key prior to decrypting the first block 1 Do not expand the key. The expanded decryption key will be written following the context switch.
5-6	CM	Cipher Mode: Controls which cipher mode the AESU will use in processing: 00 ECB -Electronic Codebook mode. 01 CBC- Cipher Block Chaining mode. 10 Reserved 11 CTR- Counter Mode.

Table A-27. AESU Mode Register Signals (continued)

Bits	Signal	Description
7	Encrypt/Decrypt	If set, AESU operates the encryption algorithm; if not set, AESU operates the decryption algorithm. 0 Perform decryption 1 Perform encryption
8-12	—	Reserved
13-15	Burst Size	The MPC184 implements flow control to allow larger than FIFO sized blocks of data to be processed with a single key/context. The AESU signals to the crypto-channel that a “burst size” amount of data is available to be pushed to or pulled from the FIFO. **Note:** The inclusion of this field in the AESU mode register is to avoid confusing a user who may read this register in debug mode. Burst size should not be written directly to the AESU.
16:31	—	Reserved

A.6.3 AESU Key Size Register

The AESU Key Size Register stores the number of bytes in the key (16,24,32). Any key data beyond the number of bytes in the key size register will be ignored. This register is cleared when the AESU is reset or re-initialized. If a key size other than 16, 24, or 32 bytes is specified, an illegal key size error will be generated. If the key size register is modified during processing, a context error will be generated.

	0	1	2	7	8	31
Field	Reserved		Key Size		Reserved	
			msb<-----lsb			
Reset	0					
R/W	R/W					
Addr	AESU 0x12008					

	0	31
Field	Reserved	
Reset	0	
R/W	R/W	
Addr	AESU 0x1200C	

Figure A-43. AESU Key Size Register

A.6.4 AESU Data Size Register

This AESU Data Size Register is used to verify that the data to be processed by the AESU is divisible by the AES algorithm block size of 128-bits. The AESU does not automatically pad messages out to

128-bit blocks, therefore any message processed by the AESU must be divisible by 128-bits or a data size error will occur.

In normal operation, the full message length to be encrypted or decrypted with the AESU is copied from the descriptor to the AESU data size register, however only bits 1:7 are checked to determine if there is a data size error. If 1:7 are all zeroes, the message is evenly divisible into 128-bit blocks.

This register is cleared when the AESU is reset or re-initialized. If a data size other than 128-bits is specified, an illegal data size error will be generated. Writing to this register signals the AESU to start processing data from the input FIFO as soon as it is available. If the value of data size is modified during processing, a context error will be generated.

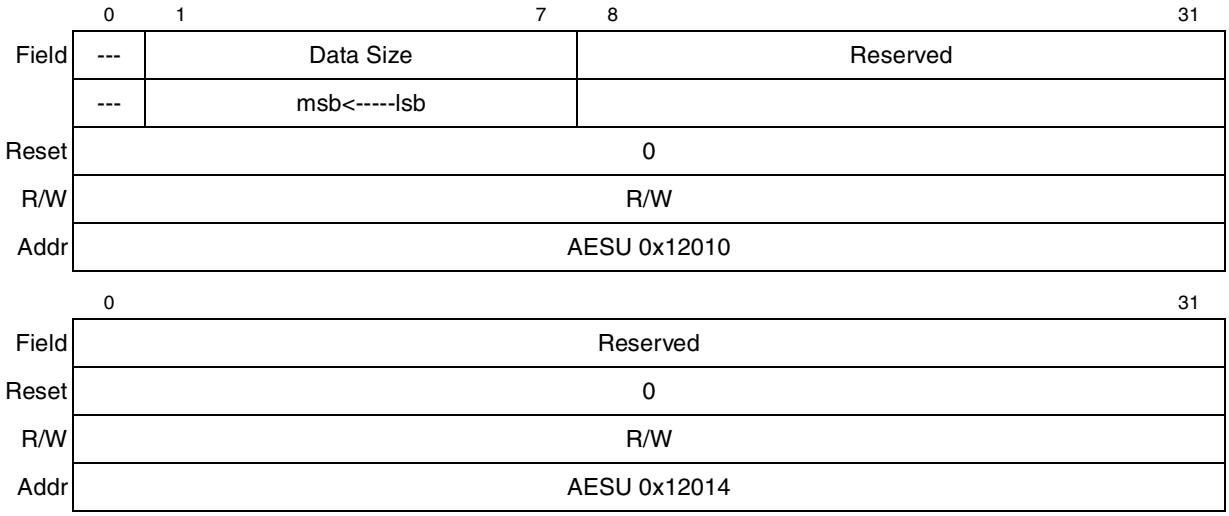


Figure A-44. AESU Data Size Register

A.6.5 AESU Reset Control Register

This register allows 3 levels reset of just AESU, as defined by the 3 self-clearing bits:

	0–4	5	6	7	8–31
Field	Reserved	RI	MI	SR	Reserved
Reset	0	0	0	0	0
R/W	R/W				
Addr	AESU 0x12018				

	0–31
Field	Reserved
Reset	0
R/W	R/W
Addr	AESU 0x1201C

Figure A-45. AESU Reset Control Register

Table A-8 describes AESU reset control register signals.

Table A-28. AESU Reset Control Register Signals

Bits	Signals	Description
0:4	—	Reserved
5	Reset Interrupt	Writing this bit active high causes AESU interrupts signalling DONE and ERROR to be reset. It further resets the state of the AESU interrupt status register. 0 Don't reset 1 Reset interrupt logic
6	Module_Init	Module initialization is nearly the same as software reset, except that the interrupt control register remains unchanged. This module initialization includes execution of an initialization routine, completion of which is indicated by the RESET_DONE bit in the AESU status register 0 Don't reset 1 Reset most of AESU
7	SW_RESET	Software reset is functionally equivalent to hardware reset (the RESET# pin), but only for AESU. All registers and internal state are returned to their defined reset state. Upon negation of SW_RESET, the AESU will enter a routine to perform proper initialization of the parameter memories. The RESET_DONE bit in the AESU status register will indicate when this initialization routine is complete 0 Don't reset 1 Full AESU reset
8:31	—	Reserved

A.6.6 AESU Status Register

AESU status register is a read-only register that reflects the state of six status outputs. Writing to this location will result in an address error being reflected in the AESU interrupt status register.

	0	1	2	3	4	5	6	7	8	31
Field	---		Halt	IFW	OFR	IE	ID	RD	Reserved	
Reset	0									
R/W	W									
Addr	AESU 0x12028									

	0	31
Field	Reserved	
Reset	0	
R/W	R	
Addr	AESU 0x0A02C	

Figure A-46. AESU Status Register

Table A-14 describes AESU status register signals.

Table A-29. AESU Status Register Signals

Bits	Signal	Description
0-1	—	Reserved
2	Halt	Halt- Indicates that the AESU has halted due to an error. 0 AESU not halted 1 AESU halted **Note:** Because the error causing the AESU to stop operating may be masked to the interrupt status register, the status register is used to provide a second source of information regarding errors preventing normal operation.
3	IFW	Input FIFO Writable- The Controller uses this signal to determine if the AESU can accept the next BURST SIZE block of data. 0 AESU Input FIFO not ready 1 AESU Input FIFO ready **Note:** The MPC184 implements flow control to allow larger than FIFO sized blocks of data to be processed with a single key/IV. The AESU signals to the crypto-channel that a ‘burst size’ amount of space is available in the FIFO. The documentation of this bit in the AESU status register is to avoid confusing a user who may read this register in debug mode.
4	OFR	Output FIFO Readable- The controller uses this signal to determine if the AESU can source the next burst size block of data. 0 AESU Output FIFO not ready 1 AESU Output FIFO ready **Note:** The MPC184 implements flow control to allow larger than FIFO sized blocks of data to be processed with a single key/IV. The AESU signals to the crypto-channel that a “Burst Size” amount of data is available in the FIFO. The documentation of this bit in the AESU Status Register is to avoid confusing a user who may read this register in debug mode.
5	Interrupt_Error	This status bit reflects the state of the ERROR interrupt signal, as sampled by the controller interrupt status register (Section 8.1.4, “Interrupt Status Registers (ISR)”). 0 AESU is not signaling error 1 AESU is signaling error

Table A-29. AESU Status Register Signals (continued)

Bits	Signal	Description
6	Interrupt_Done	This status bit reflects the state of the DONE interrupt signal, as sampled by the Controller Interrupt Status Register (Section 8.1.4, “Interrupt Status Registers (ISR)”). 0 AESU is not signaling done 1 AESU is signaling done
7	Reset_Done	This status bit, when high, indicates that AESU has completed its reset sequence, as reflected in the signal sampled by the appropriate crypto-channel. 0 Reset in progress 1 Reset done
8-31	—	Reserved

A.6.7 AESU Interrupt Status Register

The AESU interrupt status register tracks the state of possible errors, if those errors are not masked, via the AESU interrupt control register. The definition of each bit in the interrupt status register is shown in Figure .

	0	1	2	3	4	5	6	7 10	11	12	13	14	15	16 31
Field	ME	AE	OFE	IFE	RSV	IFO	OFU	---	IE	ERE	CE	KSE	DSE	ReserveD
Reset	0													
R/W	R/W													
Addr	AESU 0x12030													

	0 31
Field	Reserved
Reset	0
R/W	R/W
Addr	AESU 0x12034

Figure A-47. AESU Interrupt Status Register

Table A-10 describes AESU interrupt register signals.

Table A-30. AESU Interrupt Status Register Signals

Bits	Signal	Description
0	Mode Error	Mode Error. Indicates that invalid data was written to a register or a reserved mode bit was set. 0 Valid Data 1 Reserved or invalid mode selected
1	Address Error	An illegal read or write address was detected within the AESU address space. 0 No error detected 1 Address error

Table A-30. AESU Interrupt Status Register Signals (continued)

Bits	Signal	Description
2	Output FIFO Error	The AESU output FIFO was detected non-empty upon write of AESU data size register. 0 No error detected 1 Output FIFO non-empty error
3	Input FIFO Error	The AESU input FIFO was detected non-empty upon generation of done interrupt. 0 No error detected 1 Input FIFO non-empty error
4	—	Reserved
5	Input FIFO Overflow	The AESU Input FIFO has been pushed while full. 0 No error detected 1 Input FIFO has overflowed **Note:** When operating as a master, the MPC184 implements flow-control, and FIFO size is not a limit to data input. When operated as a target, the MPC184512B cannot accept FIFO inputs larger than 512 Bytes without overflowing.
6	Output FIFO Underflow	The AESU Output FIFO has been read while empty. 0 No error detected 1 Output FIFO has underflow error
7-10	—	Reserved
11	Internal Error	An internal processing error was detected while the AESU was processing. 0 No error detected 1 Internal error **Note:** This bit will be asserted any time an enabled error condition occurs and can only be cleared by setting the corresponding bit in the Interrupt Control Register or by resetting the AESU.
12	Early Read Error	The AESU IV Register was read while the AESU was processing. 0 No error detected 1 Early read error
13	Context Error	An AESU Key Register, the Key Size Register, Data Size Register, Mode Register, or IV Register was modified while AESU was processing 0 No error detected 1 Context error
14	Key Size Error	An inappropriate value (not 16, 24 or 32bytes) was written to the AESU Key Size Register 0 No error detected 1 Key size error
15	Data Size Error	Data Size Error (DSE): A value was written to the AESU Data Size Register that is not a multiple of 128 bits. 0 No error detected 1 Data size error
16-31	—	Reserved

A.6.8 AESU Interrupt Control Register

The AESU Interrupt Control Register, shown in Figure A-48, controls the result of detected errors. For a given error (as defined in Section A.6.7, “AESU Interrupt Status Register”), if the corresponding bit in this register is set, then the error is ignored; no error interrupt occurs and the

interrupt status register is not updated to reflect the error. If the corresponding bit is not set, then upon detection of an error, the interrupt status register is updated to reflect the error, causing assertion of the error interrupt signal, and causing the module to halt processing.

	0	1	2	3	4	5	6	7–10	11	12	13	14	15	16–31
Field	ME	AE	OFE	IFE	RSV	IFO	OFU	RSV	IE	ERE	CE	KSE	DSE	Reserved
Reset	0													
R/W	R/W													
Addr	AES 0x12038													

	0–31
Field	Reserved
Reset	0
R/W	R/W
Addr	AESU 0x1203C

Figure A-48. AESU Interrupt Control Register

Table A-31 describes the AESU interrupt control register signals.

Table A-31. AESU Interrupt Control Register Signals

Bits	Signal	Description
0	Mode Error	Mode Error: Indicates that invalid data was written to a register or a reserved mode bit was set. 0 Mode error enabled 1 Mode error disabled
1	Address Error	An illegal read or write address was detected within the AESU address space. 1 Address error disabled 0 Address error enabled
2	Output FIFO Error	The AESU Output FIFO was detected non-empty upon write of AESU data size register 1 Output FIFO non-empty error disabled 0 Output FIFO non-empty error enabled
3	Input FIFO Error	The AESU Input FIFO was detected non-empty upon generation of done interrupt 1 Input FIFO non-empty error disabled 0 Input FIFO non-empty error enabled
4	—	Reserved
5	Input FIFO Overflow	The AESU Input FIFO has been pushed while full. 1 Input FIFO overflow error disabled 0 Input FIFO overflow error enabled
6	Output FIFO Underflow	The AESU Output FIFO has been read while empty. 1 Output FIFO underflow error disabled 0 Output FIFO underflow error enabled
7-10	—	Reserved

Table A-31. AESU Interrupt Control Register Signals (continued)

Bits	Signal	Description
11	Internal Error	An internal processing error was detected while the AESU was processing. 1 Internal error disabled 0 Internal error enabled
12	Early Read Error	The AESU IV Register was read while the AESU was processing. 1 Early read error disabled 0 Early read error enabled
13	Context Error	An AESU Key Register, the Key Size Register, Data Size Register, Mode Register, or IV Register was modified while the AESU was processing. 1 Context error disabled 0 Context error enabled
14	Key Size Error	An inappropriate value (non 16, 24 or 32 bytes) was written to the AESU key size register 1 Key size error disabled 0 Key size error enabled
15	Data Size Error	Data Size Error: Indicates that the number of bits to process is out of range. 0 Data size error enabled 1 Data size error disabled
16-31	Data Error	Reserved

A.6.9 AESU End of Message Register

The AESU End Of Message Register, shown in Figure A-49, is used to indicate an AES operation may be completed. After the final message block is written to the input FIFO, the end of message register must be written. The value in the data size register will be used to determine how many bits of the final message block (always 128) will be processed. Writing to this register causes the AESU to process the final block of a message, allowing it to signal DONE. A read of this register will always return a zero value. The AESU end of message register is only used when the MPC184 is operated as a target. The descriptors and crypto-channel activate the AESU (via an internally generated write to the end of message register) when the MPC184 acts as an initiator.

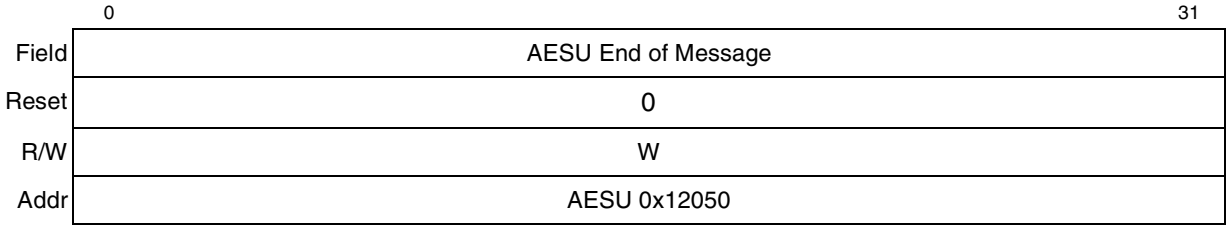


Figure A-49. AESU End of Message Register

A.6.9.1 AESU Context Registers

There are 3 64-bit context data registers that allow the host to read/write the contents of the context used to process the message. The context must be written prior to the key data. If the context

registers are written during message processing, a context error will be generated. All context registers are cleared when a hard/soft reset or initialization is performed.

The context registers must be read when changing context and restored to their original values to resume processing an interrupted message (CBC and CTR modes). Although there are 7 64-bit context register fields, only those fields containing data must be read and restored during context switching.

Context should be loaded with the lower bytes in the lowest 64-bit context register. The Context registers are summarized in Figure A-50.

Context Register (64-bits each)

Cipher Mode	1	2	3	4	5	6	7
ECB	—	—	—	—	—	—	—
CBC	IV1[1]	IV2[1]	—	—	—	—	—
CTR	Counter [1]		Counter Modulus[1] (msb<--lsb)	—	—	—	—

[1] Must be written at the start of a new message

Figure A-50. AESU Context Register

A.6.9.2 Context for CBC Mode

Within the Context register, for use in CBC mode, are two 64-bit context data registers that allow the host to read/write the contents of the initialization vector (IV):

IV1 holds the ***least*** significant bytes of the initialization vector (bytes 1-8).

IV2 holds the ***most*** significant bytes of the initialization vector (bytes 9-16).

The IV must be written prior to the message data. If the IV registers are written during message processing, or the **CBC** mode bit is not set, a context error will be generated.

The IV registers may only be read after processing has completed, as indicated by the assertion of Interrupt_Done DONE in the AESU status register as shown in Section A.6.6, “AESU Status Register”. If the IV registers are read prior to assertion of Interrupt_Done, an early read error will be generated.

The IV registers must be read when changing context and restored to resume processing an interrupted message (**CBC** mode only).

A.6.9.3 Context for Counter Mode

In counter mode, a random 128-bit initial counter value is incremented modulo 2^n with each block processed. The modulus size can be set between 2^8 through 2^{128}, by powers of 8. The running counter is encrypted and eXclusive-ORed with the plaintext to derive the ciphertext, or with the ciphertext to recover the plaintext.

In CTR mode, the block counter is incremented modulo 2^M. The value of M is specified by writing to Context Register 3 as described in Table A-32

Table A-32. Counter Modulus

Value Written	Modulus
8	2^8
16	2^{16}
24	2^{24}
32	2^{32}
40	2^{40}
48	2^{48}
56	2^{56}
64	2^{64}
72	2^{72}
80	2^{80}
88	2^{88}
96	2^{96}
104	2^{104}
112	2^{112}
120	2^{120}
128	2^{128}

A.6.9.4 AESU Key Registers

The AESU Key Registers hold from 16, 24, or 32 bytes of key data, with the first 8 bytes of key data written to Key 1. Any key data written to bytes beyond the value written to the key size register will be ignored. The key data registers are cleared when the AESU is reset or re-initialized. If these registers are modified during message processing, a context error will be generated.

The key data registers may be read when changing context in decrypt mode. To resume processing, the value read must be written back to the key registers and the “restore decrypt key” bit must be set in the mode register. This eliminates the overhead of expanding the key prior to starting decryption when switching context.

A.6.9.5 AESU FIFOs

The AESU fetches data 128 bits at a time from the input FIFO. During processing, the input data is encrypted or decrypted with the key and initialization vector (**CBC** mode only) and the results are placed in the output FIFO. The output size is the same as the input size.

Writing to the FIFO address space places 32 bits of message data into the input FIFO. The input FIFO may be written any time the IFW signal is asserted (as indicated in the AESU status register). This will indicate that the number of bytes of available space is at or above the threshold specified in the mode register. There is no limit on the total number of bytes in a message. The number of bits in the final message block must be set in the data size register.

Reading from the FIFO address space will pop 32 bits of message data from the output FIFO. The output FIFO may be read any time the OFR signal is asserted (as indicated in the AESU status register). This will indicate that the number of bytes in the output FIFO is at or above the threshold specified in the mode register.

Appendix B
Controller in 32-Bit Big Endian View

NOTE

This appendix is identical to Chapter 8, with the exception of the register views. Chapter 8 is a little-endian 32-bit addressing view of the MPC184, whereas this appendix provides the user with a 32-bit big-endian view of the Controller registers.

The controller of the MPC184 is responsible for overseeing the operations of the execution units (EUs), the interface to the host processor, and the management of the crypto-channels. The controller interfaces to the host via the PCI bus interface and to the channels and EUs via internal buses. All transfers between the host and the EUs are moderated by the controller. Some of the main functions of the controller are as follows:

- Arbitrate and control accesses to the PCI bus
- Control the internal bus accesses to the EUs
- Arbitrate and assign EUs to the crypto-channels
- Monitor interrupts from channels and pass to host
- Realign initiator read data to dword boundary

B.1 Controller Registers

The Controller contains the following registers, which are described in detail in the following sections.

- EU Assignment Control Register
- EU Assignment Status Register
- Interrupt Mask Register
- Interrupt Status Register
- Interrupt Clear Register
- ID Register
- Master Control Register

B.1.1 EU Assignment Control Register (EUACR)

This register, shown in Figure B-1, is used to make a static assignment of a EU to a particular crypto-channel. When assigned in this fashion, the EU is inaccessible to any other crypto-channel.

	0 3	4 7	8 11	12 15	16 19	20 23	24 27	28 31
Field	Reserved	RNG	Reserved	PKEU	Reserved	MDEU	Reserved	AFEU
Reset	0xF	0x0	0xF	0x0	0xF	0x0	0xF	0x0
R/W	R/W							
Addr	0x 01000							

	0 3	4 7	8 11	12 15	16 31
Field	Reserved	DEU	Reserved	AESU	Reserved
Reset	0xF	0x0	0xF	0x0	0xFF00
R/W	R/W				
Addr	0x 01004				

Figure B-1. EU Assignment Control Register

Table B-1. Channel Assignment Value

Value	Channel
0x0	No channel assigned
0x1	Channel 1
0x2	Channel 2
0x3	Channel 3
0x4	Channel 4
0x5-0xE	Undefined
0xF	Unavailable

NOTE

Writing any of the defined values shown in Table B-1 to any of the fields in the EU assignment control register statically assigns the EU to that specific channel. To release, the host must write 0x0 to the specified EU field of the EUACR.

B.1.2 EU Assignment Status Registers (EUASR)

The EUASR, displayed in Figure B-2, is used to check the assignment status (static or dynamic) of an EU to a particular crypto-channel. When an EU is already assigned, it is inaccessible to any other crypto-channel.

A four-bit field (see Table B-1) indicates the channel to which an EU is assigned, whether statically or dynamically.

	0 3	4 7	8 11	12 15	16 19	20 23	24 27	28 31
Field	Reserved	RNG	Reserved	PKEU	Reserved	MDEU	Reserved	AFEU
Reset	0xF	0x0	0xF	0x0	0xF	0x0	0xF	0x0
R/W	R/W							
Addr	0x 01028							

	0 3	4 7	8 11	12 15	16 31
Field	Reserved	DEU	Reserved	AESU	Reserved
Reset	0xF	0x0	0xF	0x0	0xFF00
R/W	R/W				
Addr	0x 0102C				

Figure B-2. EU Assignment Status Registers

B.1.3 Interrupt Mask Registers (IMR)

The MPC184 controller generates the single interrupt output from all possible interrupt sources. These sources can be masked by the Interrupt Mask Registers. If unmasked, the interrupt source value, when active, is captured into the interrupt status register. Figure B-3 and Figure B-4 shows the bit positions of each potential interrupt source. Each interrupt source is individually masked by setting it's corresponding bit.

A complete definition of the bits that can be masked by these registers is shown in Table B-2 on page B-7 and Table B-3 on page B-7.

	0 1	2 3	4	5 11	12 13	14 15
Field	CHA_2	CHA_1	A-Err	Reserved	CHA_4	CHA_3
Definition	Err Dn	Err Dn			Err Dn	Err Dn
Reset	0x0000					
R/W	R/W					
Addr	0x 01008					

	16 28	29	30	31
Field	Reserved	In_Ab	TA_ERR	RTY
Definition				
Reset	0x0000			
R/W	R/W			
Addr	0x 01008			

Figure B-3. Interrupt Mask Register 1

	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Field	Reserved		PKEU		Reserved		RNG		Reserved		AFEU		Reserved		MDEU	
Definition			Err	Dn			Err	Dn			Err	Dn			Err	Dn
Reset	0x0000															
R/W	R/W															
Addr	0x 0100C															

	16	17	18	19	20	21	22	23	24	25	26	27	31
Field	Reserved		AESU		Reserved		DEU		GIE	-	PERR	Reserved	
Definition			Err	Dn			Err	Dn					
Reset	0x0000												
R/W	R/W												
Addr	0x 0100C												

Figure B-4. Interrupt Mask Register 2

B.1.4 Interrupt Status Registers

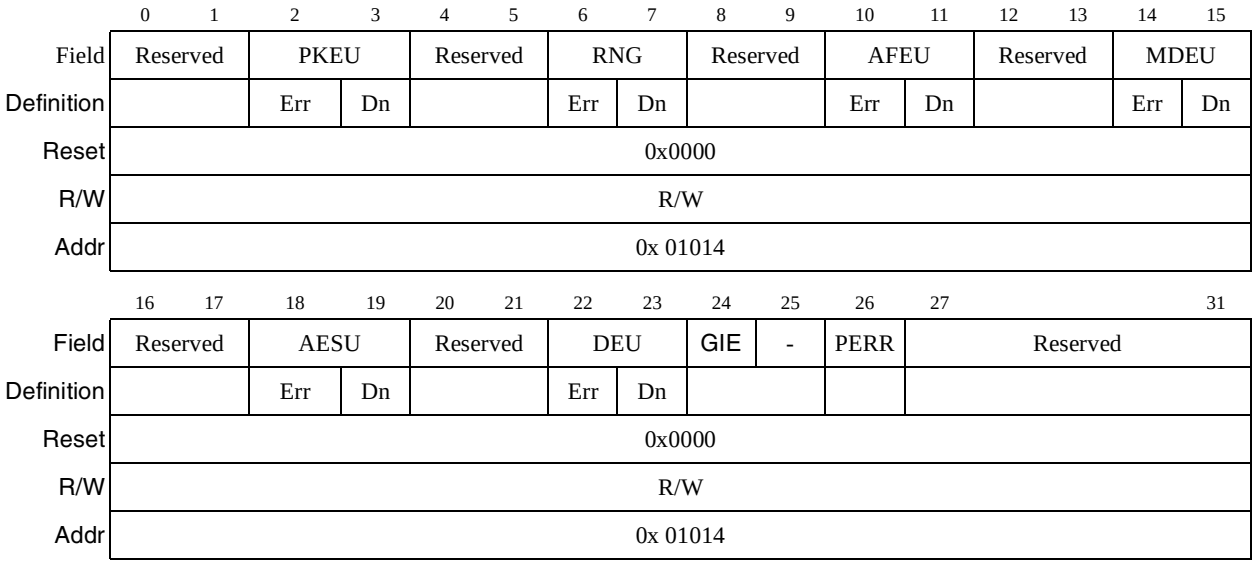
The ISR contains fields representing all possible sources of interrupts. The Interrupt Status Register is cleared either by a reset, or by writing the appropriate bits active in the Interrupt Clear Register. Figure B-5 and Figure B-6 shows the bit positions of each potential interrupt source.

A complete definition of the signal states reported by this register is shown in Figure B-5 and Figure B-6.

	0	1	2	3	4	5	11	12	13	14	15
Field	CHA_2		CHA_1		A-Err	Reserved		CHA_4		CHA_3	
Definition	Err	Dn	Err	Dn				Err	Dn	Err	Dn
Reset	0x0000										
R/W	R/W										
Addr	0x 01010										

	16	28	29	30	31
Field	Reserved		In_Ab	TA_ERR	RTY
Definition					
Reset	0x0000				
R/W	R/W				
Addr	0x 01010				

Figure B-5. Interrupt Status Register 1



	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Field	Reserved		PKEU		Reserved		RNG		Reserved		AFEU		Reserved		MDEU	
Definition			Err	Dn			Err	Dn			Err	Dn			Err	Dn
Reset	0x0000															
R/W	R/W															
Addr	0x 01014															

	16	17	18	19	20	21	22	23	24	25	26	27	31
Field	Reserved		AESU		Reserved		DEU		GIE	-	PERR	Reserved	
Definition			Err	Dn			Err	Dn					
Reset	0x0000												
R/W	R/W												
Addr	0x 01014												

Figure B-6. Interrupt Status Register 2

B.1.5 Interrupt Clear Register (ICR)

The Interrupt Control Register provides a means of clearing the Interrupt Status Register. When a bit in the ICR is written with a 1, the corresponding bit in the ISR is cleared, clearing the interrupt output pin $\overline{\text{IRQ}}$ (assuming the cleared bit in the ISR is the only interrupt source). If the input source to the ISR is a steady-state signal that remains active, the appropriate ISR bit, and subsequently $\overline{\text{IRQ}}$, will be reasserted shortly thereafter. Figure B-7 and Figure B-8 shows the bit positions of each interrupt source that can be cleared by this register. The complete bit definitions for the ICR can be found in Table B-2 and Table B-3

When an ICR bit is written, it will automatically clear itself one cycle later. That is, it is not necessary to write a “0” to a bit position which has been written with a “1.”

NOTE

Interrupts are registered and sent based upon the conditions which cause them. If the cause of an interrupt is not removed, the interrupt will return a few cycles after it has been cleared using the ICR.

	0	1	2	3	4	5	11	12	13	14	15
Field	CHA_2		CHA_1		A-Err	Reserved		CHA_4		CHA_3	
Definition	Err	Dn	Err	Dn				Err	Dn	Err	Dn
Reset	0x0000										
R/W	R/W										
Addr	0x 01018										

	16	28	29	30	31
Field	Reserved		In_Ab	TA_ERR	RTY
Definition					
Reset	0x0000				
R/W	R/W				
Addr	0x 01018				

Figure B-7. Interrupt Clear Register 1

	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Field	Reserved		PKEU		Reserved		RNG		Reserved		AFEU		Reserved		MDEU	
Definition			Err	Dn			Err	Dn			Err	Dn			Err	Dn
Reset	0x0000															
R/W	R/W															
Addr	0x 0101C															

	16	17	18	19	20	21	22	23	24	25	26	27	31
Field	Reserved		AESU		Reserved		DEU		-		PERR	Reserved	
Definition			Err	Dn			Err	Dn					
Reset	0x0000												
R/W	R/W												
Addr	0x 0101C												

Figure B-8. Interrupt Clear Register 2

Table B-2 describes the signals for interrupt mask, status, and clear register 1.

Table B-2. Interrupt Mask, Status, and Clear Register 1 Signals

Bits	Name	Reset Value	Description
0:1, 2:3, 12:13, 14:15	CH_Err_Dn	0	Each of the 4 channels has Error & Done bits. 0 No error detected. 1 Error detected. Indicates that execution unit status register must be read to determine exact cause of the error. 0 Not DONE. 1 DONE bit indicates that the interrupting channel or EU has completed its operation.
4	A-Err	0	EU Assignment Error bit. This bit indicates that a static assignment of a EU was attempted on a EU which is currently in use. 0 No error detected. 1 EU Assignment Error detected.
5:11, 16:28	--	0	Reserved, set to zero.
29	In_Ab	0	Initiator abort error. No target claimed transaction
30	TA-Err	0	Target abort error interrupt. This interrupt is generated when the target aborts a MPC184-initiated PCI transfer.
31	Rty	0	This interrupt indicates the MPC184 has received too many retries on the PCI bus. This interrupt indicates that the maximum number of retries (as programmed in MCR [16:23]) was exceeded on the PCI bus. PCI 2.2 does not require a bus master to monitor the number of retries it receives, however the system designer may chose to program the MPC184 MCR to interrupt if too many retries are received. Excessive retries may be an indication of a system problem.

Table B-3. Interrupt Mask, Status, and Clear Register 2 Signals

Bits	Name	Reset Value	Description
Multiple	Reserved	0	Reserved, set to zero.
2:3, 6:7, 10:11, 14:15, 18:19, 22:23	EU_Err_Dn	0	Each of the execution units has Error & Done bits. 0 No error detected. 1 Error detected. Indicates that execution unit status register must be read to determine exact cause of the error. 0 Not DONE. 1 DONE bit indicates that the interrupting channel or EU has completed its operation.
24	GIE	0	Global Interrupt Enable (GIE) The GIE bit reflects the individual interrupt source when the interrupt status register is enabled at reset. The GIE bit is reset to disabled, and allows the user to selectively mask individual interrupt sources in the interrupt mask register before enabling the remaining unmasked interrupt sources.
26	PERR	0	Parity Error (bit 26): set when the MPC184 detects a slave data parity error.

B.1.6 ID Register

The Read-Only ID Register, displayed in Figure B-9, contains a 32-bit value that uniquely identifies the version of the MPC184. The value of this register is always 0x0000_0001, indicating that this is the first version of the MPC184.

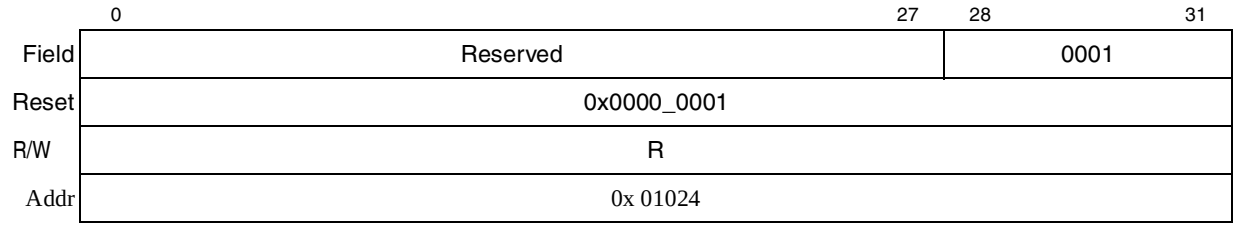


Figure B-9. ID Register

B.1.7 Master Control Registers (MCR)

The MCR, shown in Figure B-10, controls certain functions in the controller and provides a means for software to reset the MPC184.

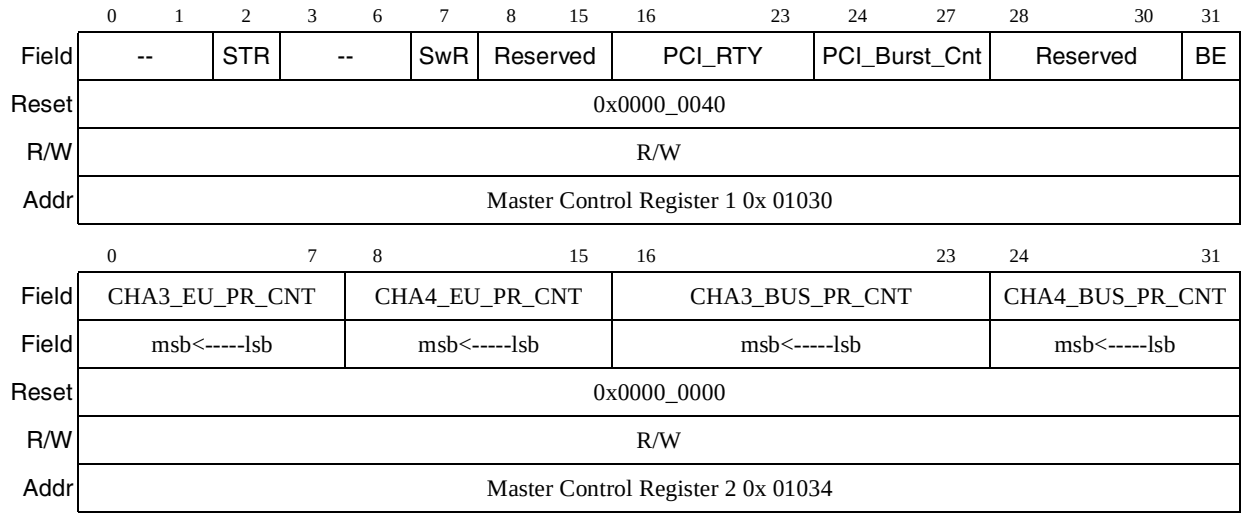


Figure B-10. Master Control Registers

Table B-4 describes the Master Control Register 1 signals.

Table B-4. Master Control Register 1 Signals

Bits	Name	Reset Value	Description
0:1	Reserved	0	Reserved
2	STR	0	STR—CI Single Target Read (bit 5): Selects the use of READ or READ MULTIPLE PCI commands when the MPC184 initiates a PCI read cycle 0 PCI Read Multiple Command used 1 PCI Read Command used

Table B-4. Master Control Register 1 Signals (continued)

Bits	Name	Reset Value	Description
3:6	Reserved	0	Reserved
7	SWR	0	Software Reset. Writing 1 to this bit will cause a global software reset. Upon completion of the reset, this bit will be automatically cleared and zero will be written to all locations of the gpRAM. 0 Don't reset 1 Global Reset
8:15	Reserved	0	Reserved
16:23	PCI_RTY	0	PCI retry counter bits. This value is the maximum number of retries that the PCI Interface will attempt (as an initiator) before an error occurs. If this maximum is exceeded, the PCI_RTY interrupt will be set. These bits reset to all zeroes which equates to infinite retries. **Note:** PCI 2.2 does not require a bus master to monitor the number of retries it receives, however the system designer may chose to program the MPC184 CCTL to interrupt if too many retries are received. Excessive retries may be an indication of a system problem.
24:27	PCI_Burst_Cnt	0	PCI_Burst_Count—PCI Burst Count (bit 31:28): This count will be used for PCI Slave Burst Read cycles. When the PCI Slave interface gets a read command it will read this number of 64-bit words. If all of these words are passed to the PCI bus and more are needed the slave will read this number of additional words again. This is repeated until the PCI bus no longer requests data. Any extra read data will be flushed. This pre-fetching will not occur when reading Execution Unit registers since EU FIFO reads are destructive.
28:30	Reserved	0	Reserved
31	BE	0	BE—PCI Big Endian Mode (bit 24): Writing '1' to this bit in PCI Mode will advise the MPC184 that the host CPU is in Big Endian Mode. In this mode all master and slave transfers to and from the Channels will be byte swapped. No other transfers will be affected.

Table B-5 describes the Master Control Register 2 signals.

Table B-5. Master Control Register 2 signals

Bits	Name	Reset Value	Description
31:24	CHN4_BUS_PR_CNT	0	Channel 4 Bus Priority Counter. This counter is used by the controller to determine when Channel 4 has been denied access to a needed on-chip resource long enough to warrant immediate elevation to top priority. **Note:** If set to zero, the CHN3_BUS_PR_CTR must also be set to zero, and the controller will assign access to the PCI bus on a pure round robin basis. If set to non-zero, the user has the option to set to the same value as CHN3_BUS_PR_CTR.
23:16	CHN3_BUS_PR_CNT	0	Channel 3 Bus Priority Counter.This counter is used by the controller to determine when Channel 3 has been denied access to the PCI bus long enough to warrant immediate elevation to top priority. **Note:** If set to zero, the CHN4_BUS_PR_CTR must also be set to zero, and the controller will assign access to the PCI bus on a pure round robin basis. If set to non-zero, the user has the option to set to the same value as CHN4_BUS_PR_CTR.
15:8	CHN4_EU_PR_CNT	0	Channel 4 EU Priority Counter. This counter is used by the controller to determine when Channel 4 has been denied access to a requested EU long enough to warrant immediate elevation to top priority. **Note:** If set to zero, the CHN3_EU_PR_CTR must also be set to zero, and the controller will assign EU's on a pure round robin basis. If set to non-zero, CHA3_EU_PR_CTR must also be set to a different, non-zero value.
7:0	CHN3_EU_PR_CNT	0	Channel 3 EU Priority Counter. This counter is used by the controller to determine when Channel 3 has been denied access to a requested EU long enough to warrant immediate elevation to top priority. **Note:** If set to zero, the CHA4_EU_PR_CTR must also be set to zero, and the controller will assign EU's on a pure round robin basis. If set to non-zero, CHN4_EU_PR_CTR must also be set to a different, non-zero value.

B.1.8 EU Access

Assignment of a EU function to a channel is done either statically or dynamically. In the case of static assignment, a EU is assigned to a channel via the EU Assignment Control Register (EUACR). Once a EU is statically assigned to a channel, it will remain that way until the EUACR is written and the assignment is removed.

In the case of dynamic assignment, the channel requests a EU function, the controller checks to see if the requested EU function is available, and if it is, the controller grants the channel assignment of the EU. Note that the channel does not need to know which EU it receives, only that the function is assigned.

If a EU is available for a channel when requested, the controller will assert the grant signal pertaining to the request from the channel. The grant signal will remain asserted until the channel issues the done signal.

B.1.9 Multiple EU Assignment

In some cases, a channel may request two EUs. The channel will do this by first requesting the primary EU, then requesting the secondary EU. Once the controller has granted both EUs, this channel is then capable of requesting that the secondary EU snoop the bus. Snooping is described in Table 7-6 on page 7-9.

In all cases, the controller assigns the primary EU to a requesting channel as the EU becomes available. If a secondary EU is also requested the controller assigns it as soon as it is available, but never before the primary EU is assigned. This ensures that there is no deadlock condition.

B.1.10 Multiple Channels

Since there are multiple channels in the MPC184, the controller must arbitrate for access to the execution units. To accomplish this, the controller implements an arbiter for each channel.

Each arbiter acts on either a weighted priority-based or round-robin scheme, depending on the values of CHN3_EU_PR_CNT and CHN4_EU_PR_CNT. If both CHN3_EU_PR_CNT and CHN4_EU_PR_CNT are set to a non-zero value, the arbiter will implement the weighted priority scheme. Otherwise, the arbitration will be round-robin. Setting only one of the CHN_EU_PR_CNT fields to a non-zero value will result in unpredictable operation.CHN3_EU_PR_CNT

B.1.11 Priority Arbitration

When arbitrating on the priority scheme, the priority will be as follows:

- Channel 1 -- Highest priority
- Channel 3 if CHN3_EU_PR_CNT has expired
- Channel 4 if CHN4_EU_PR_CNT has expired
- Channel 2 -- Second highest priority, unless CHN3_EU_PR_CNT or CHN4_EU_PR_CNT expired
- Channel 3 -- Third priority, unless CHN4_EU_PR_CNT expired.
- Channel 4 -- Lowest priority, until CHN4_EU_PR_CNT expired

For channels 1-4, the priority is channel 1, channel 2, channel 3, and channel 4, in that order. In order to prevent channels 3 and 4 from being locked out, the CHN3_EU_PR_CNT and CHN4_EU_PR_CNT fields are implemented in the Master Control Register. The value of these fields determines how many times channel 3 or channel 4 can be refused access to an EU in favor of a higher priority channel. A counter is implemented in the arbiter for each of these entities. When the channel has lost arbitration the number of times specified in its CHN_EU_PR_CNT field, then that channel has its priority elevated. CHN1 always has the highest priority, but it cannot

make back to back requests, so the 2nd highest priority channel will be serviced upon completion of the current CHN1 operation.

It is permissible for the CHN_EU_PR_CNT values to be different from the CHN_BUS_PR_CNT values, i.e., EU access may be prioritized, while bus access is pure round robin, and vice-versa.

B.1.12 Round Robin Snapshot Arbiters

The controller implements eight ‘snapshot’” arbiters, one for each EU function, and one for the PCI bus. Each arbiter takes a snapshot of the requests for its function. If there are requests, then the arbiter satisfies those requests via a round-robin scheme as the resource becomes available. When all requests have been satisfied, the arbiter takes another snapshot.

B.1.13 Bus Access

Bus access is granted via the same scheme that is used for granting EUs. When the CHN_BUS_PR_CNT values of both channel 3 and 4 are set to zero, round robin operation is in effect. In this case, the snapshot arbiter samples the requests for the bus, then grants those requests as the bus becomes available. For example, if channels 1, 2, and 4 are requesting bus access at a given time, the snapshot arbiter will register the three requests and ignore further requests. The buses will be granted to channel 1 until its transfer is completely satisfied. Then the buses will be granted to channel 2 until channel 2’s transfer is completely satisfied. Finally, the buses will be granted to channel 4 until that transfer is completely satisfied. Then another snapshot of requests will be taken.

When arbitrating on the priority scheme, the priority will be as follows:

- Channel 1 -- Highest priority
- Channel 3 if CHN3_EU_PR_CNT has expired
- Channel 4 if CHN4_EU_PR_CNT has expired
- Channel 2 -- Second highest priority, unless CHN3_EU_PR_CNT or CHN4_EU_PR_CNT expired
- Channel 3 -- Third priority, unless CHN4_EU_PR_CNT expired.
- Channel 4 -- Lowest priority, until CHN4_EU_PR_CNT expired

For channels 1-4, the priority is channel 1, channel 2, channel 3, and channel 4, in that order. In order to prevent channels 3 and 4 from being locked out, the CHN3_BUS_PR_CNT and CHN4_BUS_PR_CNT fields are implemented in the master control register. The value of these fields determines how many times channel 3 or channel 4 can be refused access to the PCI in favor of a higher priority channel. A counter is implemented in the arbiter for each of these entities. When the channel has lost arbitration the number of times specified in its CHN_BUS_PR_CNT field, then that channel has its priority elevated. CHN1 always has the highest priority, but it cannot

make back to back requests, so the 2nd highest priority channel will be serviced upon completion of the current CHN1 operation.

It is permissible for the CHN_BUS_PR_CNT values to be different from the CHN_EU_PR_CNT values, i.e., EU access may be prioritized, while bus access is pure round robin, and vice-versa.

Appendix C
User's Manual Revision History

for the
MPC184 Security Co-Processor
User's Manual—PCI Interface

This appendix provides a list of the major differences between revisions. Note that the list only covers the major changes to the user's manual.

Major changes to the *MPC184 Security Co-Processor User's Manual—PCI Interface* from Revision 1.2 to Revision 2 are as follows:

Removed Chapter 10, "MPC184 Programming Model" and Chapter 11, "MPC184 Examples."

Major changes to the *MPC184 Security Co-Processor User's Manual—PCI Interface* from Revision 1.1 to Revision 1.2 are as follows:

Section, Page	Changes
8.1.3, 8-3	Figure 8-4, the global interrupt enable (GIE), bit 31, was added to the interrupt mask register 2.
8.1.4, 8-4	Figure 8-6, the global interrupt enable (GIE), bit 31, was added to the interrupt status register 2.
8.1.4, 8-4	Table 8-3, a description was added. for the GIE, bit 31.

The major change from Revision 1 to Revision 1.1 were to include the GIE bit in the Interrupt Mask Register 2 and Interrupt Status Register 2.

Index

L

M

N

P

R

S

T